



DRAGON QUEST VI®

Realms of Revelation



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Realms of Revelation VI

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TO SLEEP, PERCHANCE TO DREAM

Dragon Quest VI is the final member of the Zenithia trilogy. This awesome game has eluded Western fans of the series throughout the years but now it's here in a DS remake that is fully translated and ready to go. It includes new content, as well as a few revisions to the earlier game.

Dragon Quest VI contains entire worlds of gameplay (rather literally). Your hero will travel through reality, dreams, and the darkness that corrupts them both. Sail above and under the seas, see the great sights, and conquer a variety of foul beasts along the way. In a series with many great titles, DQVI still is able to stand out and shine.

This guide has information about every monster, boss, recruitable slime, and mini game. It contains information about all of the mini medals, best treasures, and hidden areas in the game.

The maps in this guide make it easy to loot everything as you go through each dungeon and advanced combat strategies keep the fighting as effective and rewarding as possible, just like you'd want it to be.



But let's not waste any time. Read on, and start your journey!

GAME BASICS

Insert the game into your DS and load it at any time. This takes you through the starting movie, but you do have the capability to skip it to reach the main menu. Of course, this is not recommended if this is your first time playing the game.

THE MAIN MENU

The main menu is quite traditional for a Dragon Quest game, so experienced players will enjoy hearing the traditional starting music. For your first time in the game, the only option will be to "Create a new adventure log."

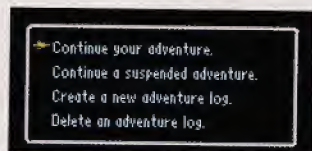


Eventually this screen will have more options. "Continue your adventure" is what you will use most of the time. This choice allows a player to return to one of the three save slots that are available in the game.

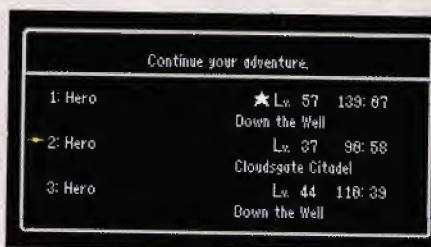
"Continue a suspended adventure" is used

to restart a quick save. There is only one quick save slot, and it can be easily overwritten by another player's quicksave. As such, the quick save offers no permanent backup for your game file. It's just a way to record your progress temporarily—if your battery is low, your bus stop is coming up, or whatever else might cause you to turn off the DS.

"Delete an adventure log" is a rarely chosen option. This deletes the information in one of your three save slots. If you need to free up space to start a new adventure go ahead and do this. You get to look at the playtimes before making your decision, so you can carefully decide which to destroy. In general, your oldest save would be preferable.



If players only use a single slot each, it's possible to have three different games on the same



cartridge. That's certainly nice!

VIEWING THE GAME

Dragon Quest VI uses both screens of the Nintendo DS. While you're moving around, the game displays the party's actions on the lower screen and the map of the local area up top. Pressing **Y** lets you switch the upper



map into a more detailed version; it looks great! Press **Y** again to switch it back to a larger view.

BASIC MOVEMENT

The D-pad controls your party's movement. Press left to move the group left. Push up to move them up. You can't sprint or increase your movement rate.

Characters can't normally move through most obstacles. There are climbable stairs and ladders here and there and you can move on them just as easily as a normal



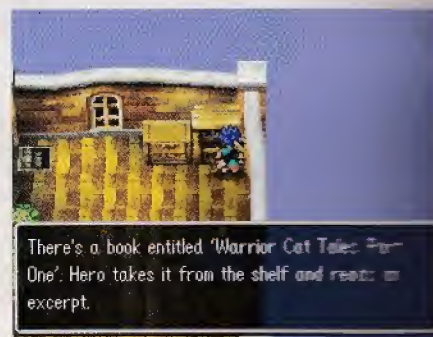
tile. Press up to climb and press down to descend. There's nothing to it.

The random combat system generates battles after you've taken a certain number of steps in hostile terrain. Because of this, you shouldn't wander aimlessly unless you're trying to trigger fights with more enemies!

INTERACTION WITH NPCs AND OBJECTS

Your characters interact with a variety of people and objects throughout the story. This is all handled in a similar manner. When you want to open a chest, talk to a person, or attack an enemy boss, approach the target in question and press **A** to start the interaction.

If the target is a person, your hero immediately starts talking to them. If the target is an object, your hero does whatever is appropriate. For bookshelves, that means reading anything interesting on the shelf. For breakable objects, this involves destroying the pot or barrel and seeing if anything is inside. For chests, it means opening the chest and looting whatever you find.



Interacting with Shopkeepers

In town, pressing **Y** cycles through menus displaying the wares of each local shop alongside the price of each item.

Bookshelves don't have loot in *Dragon Quest VI*, but they do have dreamscapes, a multiplayer addition to the game for the DS version. Keep your eyes open, especially if you played the Japanese version of the game from the Super Famicom days. These new items are easily missed if you think you know where everything is located.



You don't have to talk to everyone in the game just to get by. In fact, most of the story advances when you talk to leaders of each region or to other important non-player characters (NPCs). The other townsfolk you meet are often there to provide flavor and backstory to the world. If you like to tear through games quickly, just go forward and talk to the people that are indicated in the walkthrough of this guide. If you'd prefer to take your time and have more fun exploring, go ahead and talk to everyone you meet. Neither method has any particular in-game benefits. Unlike *Dragon Quest IX*, quests are not given in this manner.

CONTROLS

Many of the buttons on the DS aren't needed in most of your *Dragon Quest* travels. When navigating through menus, you only need the D-pad, **A** and **B**. The D-pad positions the cursor over the various options on the screen. When you've found whatever it is you want to do, press **A**. If you want to back up to a previous menu and select something else, press **B** to do so.

When exploring, **B** lets your hero talk to other members of the party. They often have flavor text that is contingent on the surrounding area. Use the shoulder buttons on the DS to rotate the camera, letting you see the sides or back of the place you're exploring.

Sometimes this lets you find entrances, treasure or people that are hard to spot.



GAME OPTIONS

There are several menus and sub-menus that you can bring up while exploring. These options are described in the following sections.

PARTY MENU

The **X** button brings up the party menu at almost any time outside of combat. There are many options shown



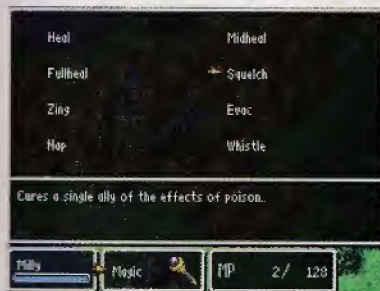
here and all of them are important at one time or another.

TALK

This is how your character interacts with either their party members or an NPC that is standing nearby. Pressing **A** does the same thing with NPCs and **B** does the same thing with your party. It's just a matter of personal preference as to how you trigger these conversations.

MAGIC

Use this to access field abilities from your characters. All of their non-combat functions are found in this way, including Zoom (for travel), healing spells, and support



abilities to help avoid monsters, trigger fights, locate treasure, and so on.

While scanning a character's

list of field abilities, look at the lower side of the screen. The game lists the MP cost of each ability that you highlight, and it also shows how much total MP that character has. Doing this lets you know how many times that person can cast a spell before exhausting themselves.

ITEMS

This selection opens a submenu. You can then select a character or your group's bag. Move around character's equipment, healing items, and other goodies to make sure that your party members always have the things they need. Be certain to put non-essential items, like keys and spare equipment, in your bag.



Make sure that every character has access to the tools they need in battle. The bag can only be used outside of combat, and characters may need medicine, herbs, or other useful items on their person before a fight starts.

1

INTRODUCTION
&
GAMEPLAY

Selecting a character and then one of their items allows you to Peep and learn more about the item in question. Peep is an ability that your hero learns, and it's fairly useful for figuring out if items have any special powers.

5

Look across your characters and inside the bag. Highlight an item to use or trade it. There is also an option called "Organise Items." This takes all of the spare objects on each character and throws them into the bag. This can be done individually or for the entire group. It's quite convenient.

EXAMINE

This command tells your party to search the spot where they're currently standing. It's not used often because pressing **A** when there isn't a target for interaction accomplishes the same goal and it can be done much faster.

ATTRIBUTES

The attributes screen gives you the choice to see your characters in greater detail or to get a summary of the party's condition by highlighting the wagon (once you get it). Highlight the individual you're interested in and then press **A** several times to cycle through the screens that list their stats, abilities, and equipment.



MISCELLANEOUS

The last party menu option is "Misc" (for miscellaneous). This option gives you even more tools to use when you select it. The descriptions of these menu items are listed in the sections that follow.

HEAL ALL

"Heal All" gives you a fast way to command your group healers to top off all members of the party. They'll try to be somewhat efficient, but realize that a human player is often far better at judging who needs healing in your party and who doesn't. This is an offer of convenience, but you end up using MP faster than you would otherwise.



EQUIP

Select this option and then choose a character to look at. You see a view of that character's stats (on the top screen) and then a list of their equipment (on the lower screen). The game slides through each possible slot of equipment and lets you decide what to put on.

LINE-UP

This command changes the order of members in the party. When you have four or fewer characters it won't make a huge difference. It just dictates which characters come up first in the combat rotation. However, this makes a huge difference when you're running around with five to eight characters.



The characters in slots five through eight are not considered to be part of the combat party. They can use field abilities outside of combat, but they won't get any actions during a combat round. Line-Up lets you decide who's going to get into the slashing and mayhem.

If you get to take your wagon into a dungeon, you can use Line-Up between fights (or even change your party during the middle of a fight). However, many earlier dungeons force you to decide on the Line-Up before going into the dungeon and won't let you alter it unless you slip outside for a moment.

TACTICS

The Tactics screen lets you alter AI tactics for times when those characters are set to fight automatically. Normally, you will probably want to leave all characters on "Follow Orders" so that they won't do anything without your express permission.

If you prefer to just tap **A** and let the party fight for you, well, that's probably okay. You won't fight as well and you might not have as much fun, but it's an option.

ORGANISE ITEMS

Use this command to put individual characters' spare items into the bag. Or, you can select the wagon to have ALL characters throw their spare goodies into the bag.



Search through the bag from time to time to make sure that you didn't put anything powerful in there, but it's definitely good to keep your characters' inventories clean.

SORT BAG

The bag's inventory can be sorted alphabetically or by function of the items. This is a matter of preference. If you don't periodically sort it, the bag just fills up in the order that the items were tossed in there.

SETTINGS

The game's only settings are for sound volumes and text display speed. As with a few other things in this section, it's a matter of preference. You may want to set the text speed to its fastest setting, but not everyone likes to have combat flit by at warp speed.

QUICK SAVE

As mentioned earlier, it's possible to save your game temporarily and come back to it later. Unlike permanent saves, this can be done anywhere on the world map, meaning no towns or dungeons, where you are allowed to open your menu. It's quite useful.



TRAVEL AND EXPLORATION

Now that you know a bit about the menus, the various aspects of traveling around the game world will be discussed.



SWITCHING WORLDS

Wells and holes in the earth (or stairs into the sky) are signs that you might be able to switch between worlds in the game. Interact with these areas or walk into them as appropriate. If the screen shimmers, it is a clear sign that you've switched into another world. When outside, look at the world map to see if it has changed as well!



LOCKED DOORS

Most doors are unlocked in this game, but there are three types of locked structures that you won't be able to bypass unless you get the three keys. The three key types in the game are as follows: a thief's key, a magical key, and the ultimate key. The thief's key is used to open large blue doors. The magical key opens doors that are large and red. The ultimate key unlocks barred doors—the ones that look like old-fashioned prison cell doors.

The thief's key is used the least, but you can snag it early on with practically no work or investment. The other two keys are found as a matter of plot progression. You really can't miss them.

THE ZOOM SPELL AND CHIMAERA WINGS

Your hero and some of the other characters can use a spell called Zoom. This spell lets your party transport themselves from any outdoor area to a variety of towns that your group has previously visited. As soon as you enter most towns for the first time they become available as a Zoom destination. Use this spell regularly to cut down on travel times.

Only the main hero can Zoom between worlds, and only to Alltrades Abbey. Your hero has to move the party between realms to be able to Zoom to the proper destinations for the world in question. This becomes much more obvious once you play the game. However, certain small areas are not added to the Zoom list.



Chimaera wings serve a similar purpose and they are store-bought items that are rather inexpensive. Always have at least one of these in a bag to use for emergencies, in case your characters with Zoom are dead or have completely exhausted their supply of MP.

SHIPS

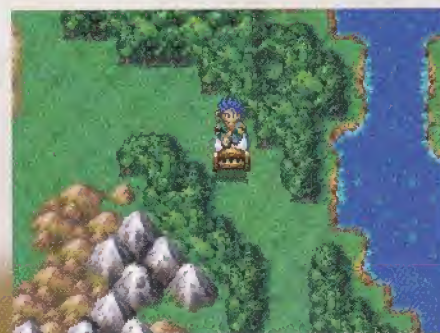
The sea is initially a barrier against any travel. You'll have to charter a vessel to cross even the simplest of waterways. Eventually you come into possession of a naval vessel of your own. When that happens, direct the ship as you would your party on the ground. The control pad sends it left or right, up or down and around the seas. Approach the shoreline of any continent to disembark.



Note that a party that Zooms will have the ship Zoom with them—even if you left it half a continent back. Vehicles are convenient like that in the *Dragon Quest* world.

FLYING DEVICES

Several methods of flight become available in the later stages of the game. Two of these cannot cross over forests or hills. The final one can cross over any type of terrain, making it the fastest way to get almost anywhere in the world.



CHURCH SERVICES

Churches to the goddess are found all over the world. Sometimes you can even find the priests and nuns that have these services in the wilderness. Most churches offer the same set of services.

CHURCH SERVICES

SERVICE	EFFECT
CONFESSION	SAVES YOUR GAME TO ONE OF THE THREE LONG-TERM SAVE SLOTS
DIVINATION	TELLS YOU HOW MUCH EXPERIENCE IS NEEDED BEFORE EACH CHARACTER GAINS A LEVEL
RESURRECTION	BRINGS A DEAD CHARACTER BACK TO LIFE (FOR A SUBSTANTIAL FEE)
PURIFICATION	CURES POISON FROM A CHARACTER



Visit these places often to ensure that you won't lose your game's progress in the event of a power outage. The game won't end if all of your party members are killed, so you won't have to worry about that. However, half of the party's Gold on hand is lost during a wipeout of this sort, so saving gives you options in that respect too.

RESURRECTION COSTS

LEVEL OF DECEASED CHARACTER	COST (IN GOLD)	LEVEL OF DECEASED CHARACTER	COST (IN GOLD)	LEVEL OF DECEASED CHARACTER	COST (IN GOLD)
1	10	34	1060	67	4490
2	10	35	1230	68	4630
3	10	36	1300	69	4770
4	20	37	1370	70	4910
5	30	38	1450	71	5050
6	40	39	1530	72	5190
7	50	40	1610	73	5330
8	70	41	1690	74	5480
9	90	42	1770	75	5630
10	110	43	1850	76	5780
11	130	44	1940	77	5930
12	150	45	2030	78	6090
13	170	46	2120	79	6250
14	200	47	2210	80	6410
15	230	48	2310	81	6570
16	260	49	2410	82	6730
17	290	50	2510	83	6890
18	330	51	2610	84	7060
19	370	52	2710	85	7230
20	410	53	2810	86	7400
21	450	54	2920	87	7570
22	490	55	3030	88	7750
23	530	56	3140	89	7930
24	580	57	3250	90	8110
25	630	58	3370	91	8290
26	680	59	3490	92	8470
27	730	60	3610	93	8650
28	790	61	3730	94	8840
29	850	62	3850	95	9030
30	910	63	3970	96	9220
31	970	64	4100	97	9410
32	1030	65	4230	98	9610
33	1090	66	4360	99	9810

BANKS

Banks take your money. The ones in *Dragon Quest VI* won't offer interest or any investment opportunities, but they won't go under either, so you can trust that what you put in to them will always be there when you need it. Store money in the bank's vaults so that it won't be lost if your party is killed during a battle.

The best time to do this is before making a run through an extremely large dungeon. You might gain a level or two while exploring the place and the treasure could be useful as well. Dying at the end of that would be rough because you'd have to make the tough choice of either reloading and giving up the experience and loot you worked so hard to gain or losing half of your money!

If you put money in the vault, you won't have to make those hard choices. You can die, keep your experience, keep your loot and only sacrifice half of the money you'd earned inside the dungeon. That's probably not going to be a huge amount and it is certainly better than the alternative.



COMBAT

Combat plays a major part in all *Dragon Quest* games. Your characters gain experience in battle, and this causes them to gain levels over time. Levels raise your characters' attributes, including their hit points (HP) and magic points (MP). In general, the more levels you gain, the easier each area is to complete.

To trigger a fight, walk around in a dungeon or wilderness area. You won't see the monsters ahead of time, but eventually a fight begins and you get to see the creatures that approach your group. A new menu appears when this happens. Before each round, this menu asks what you want to do: fight, change your party's line-up, alter AI tactics, or flee.



FIGHT

This is the most common command that you'll select from the list. It effectively says "I'd like to give commands to my party members and start the combat round." The game then cycles through each character in your combat party and lets you give them specific commands. Any of the members that are dead, disabled, or under AI control will be skipped over.



ATTACK

Attack tells a specific character to engage the foes with their basic melee attack. Frontline warrior types do



damage fairly well this way and it never costs MP. However, there are often more effective magic abilities that are

learned by all of the characters. Once you know what to expect in a fight, it's usually better to choose something more exotic.

MAGIC

Magic opens the list of combative spells and abilities that a character has learned. Some of these options cost MP, but others do not and can be used every combat round with impunity. Often, special melee attacks or monstrous abilities are free. Healing, certain damage abilities, and magical augmentation spells typically cost more MP.



ITEMS

Characters that are carrying usable items in their inventory can use them at this time. You cannot have one character use another person's items. Thus, you want to spread healing items around so that



responsibility for keeping your group healthy doesn't fall entirely on one character's shoulders.

Some pieces of equipment act as tools with combative uses. You might be able to heal free of charge, launch an attack, or help a party member do damage. Always experiment with items to see how effective they are in a real fight.

DEFEND

Defend commands a character to protect themselves, halving incoming damage but giving up their action for the remainder of the turn. This is only useful if you know that a major strike is inbound from the enemies or that a given character is in desperate trouble and you need to buy time for other characters to heal the wounded party member.



PARTY

If you have more than four characters in your current group, this option lets you shift around the active battle party for the current round. Imagine if you have four tough characters that are good at killing monsters.

Then, say that you had two healers in addition to that.

If all of these characters are at full health, why would you

want the healers in the mix? You wouldn't. It would be more effective to have all four heavy hitters trashing targets and finishing the battle at maximum speed. This reduces the burden of healing because the enemies die quickly.



Once you can shift your party in this way, it becomes quite enjoyable to cycle through damage dealers, spell users, and healers in the most effective way possible. Don't be afraid to spend a few seconds customizing your party for any given battle. Good planning often pays for itself!

PATTY'S PARTY PLANNING PLACE

Late in the game you will have more than eight characters to choose from. At this time the extras can be sent to Patty's Party



Planning Place. If a character joins your party when you have eight in your party/wagon, he/she is sent directly to Patty.

Patty can be found in the Alltrades Abbey and several towns. Talk to Patty to leave a current party member, add a party member who is staying with Patty, or to check who is available for pick up. Remember, characters staying with Patty will not accumulate experience from your fights.

TACTICS

Tactics lets you set AI options for each character. You may want to ignore this entirely. It's much more fun to play the game yourself, but you can automate some of the decision making if you choose.

FLEE

Flee commands the party to run away from the current encounter. If you succeed, the monsters don't get any attacks that round; your group goes back to the main map and you're free to go. However, if your group fails to run, the enemy will block the way and get to make a free round of attacks. That's a bad thing, especially if you're running out of fear!

Think carefully before running. If your group is doomed unless you escape, go ahead and run. If you're not interested in the fight and just want to hurry through, go ahead as well. When a fight is dangerous but might be winnable, you may be better off just fighting through it.



LEVELING

Gaining experience is a critical part of improving your characters. If you played *Dragon Quest IX* recently, you might think that you can go through the leveling process several times, but that isn't the way it works in this game.



Instead, your characters level a single time (from their starting point up to level 99). Even though characters can switch vocations, they won't have their experience or levels reset. Instead, they just learn new abilities as they progress.

This part of the chapter covers some of the strategy behind leveling.

FINDING THE BEST SPOTS

The best leveling in the game is always based around metal slimes and their family members: metal slimes, liquid metal slimes, and king metal slimes. These creatures are hard to kill, but their experience yield is usually ten or more times higher than what you'd get from entire fights in the surrounding areas. Getting lucky with metal slime kills can shave off major chunks of time from your leveling runs.



Always look for dungeons that have these elusive creatures!

METAL HUNTING GROUNDS

SLIME TYPE	LOCATION
METAL SLIME	THE LUCID GROTTO, CAVE OF AMOR, THE UNDERKEEP, HALLOWED HOLLOW, THE SPIEGELSPIRE,
LIQUID METAL SLIME	PILLAR OF PEGASUS, OLD COAL MINE, MORTAMOR'S DREADLAIR
METAL KING SLIME	MORTAMOR'S DREADLAIR

TESTING YOUR METTLE

Make sure that your party always has good abilities for killing metal slimes and their ilk. An easy ability to grab is Hatchet Man at the end of the warrior line. Warriors are quick to master and Hatchet Man is almost a free kill of a metal target as long as it hits. If you have a full group of characters that can use Hatchet Man, you're



likely to kill at least one metal target a round. That's good, because these monsters *love* to flee.

If a character doesn't have an ability along those lines, look into multi-hit abilities or attacks that target metal, such as Metal Slash. Magic is almost entirely worthless, so don't bother trying to kill the enemies with combative spells.

EIGHT PARTY SLOTS

You might think that only your characters that participate in combat will gain experience, but this simply isn't true. Anyone in your wagon benefits from full combat experience. Thus, you can level up to eight characters simultaneously. Figure out a group that gives you everything you need. Any slots beyond that can go toward characters that you'd like to use in the future or for individuals who are leveling vocations that you want to have mastered.

So, if you have four damage dealers and two healers, this would leave two slots for any other vocation that you like. Make sure to spread out the vocations that are taken by your party, especially in these spare slots. That way, you can have a wide range of abilities if they are ever needed.

All eight party members gain experience and vocation advancement equally. You won't need to rotate anyone into more active

service. You could even have a backup healer that only does healing outside of battle. Actually, it is a good party building tactic to do this. It's a great way to save MP on your primary healer.

VOCATION LEVELING

The vocation system doesn't unlock until you reach the second major portion of the game. However, it's still an integral part of your party's advancement. Characters can learn any first-tier vocation without training, but there are seven hybrid vocations and two restricted vocations that aren't available until you've accomplished certain goals.

This is talked about at length later in the Vocations chapter of this guide. For now, you just need to know that character customization is dependant on vocations, that they're learned at a place called Alltrades Abbey and that they are advanced by winning fights. This is **not** experience based. Rather, each vocation that is being learned advances by one point for each combat that is won by the party.





The fastest way to raise a vocation is to go to a place where your party can win fights quickly while still getting decent experience. If you fight enemies that are too weak for your characters it won't award any vocational advancement. Also, it wastes your time. Why not farm Gold, experience, and vocational advancement all at the same time?

Usually, dungeons that you've beaten previously in the story are the best places for training. You get the best of all worlds, including fast fights and reasonable rewards.

PARTY DYNAMICS

You aren't locked into a set party for the majority of this game. Sure, at first you are playing your hero. Then you get more characters, but you are still under the combative party maximum. Until you have more than four characters, you won't need to worry about your party dynamics that much. Just have all of your party members fight as well as they can.

But as the game gives you more and more options, you face interesting strategic decisions and develop tactics for specific fights. Let's think strategically for a moment and see what can be done to develop the best possible party.

HOW TO MAKE A VERSATILE PARTY

The first step in finding the best party combination is to learn what vocations and abilities do. Think about your needs for a second. A party needs to have damage output and survivability. That's the core of any group. You can survive damage by healing through it or mitigating the blows as they come in. Priests and sages are terrific healers. Warriors, paladins, and other high-survivability vocations are better for mitigation.



Try to craft a party that can go toward two different extremes. Have a four-person group that can deliver as much damage as possible. Then, have combinations of groups that can survive almost any experience. Once you have both types, you can do anything in the

game. For wandering encounters, stick to your damage configuration and get the easy kills. For bosses, mix in more and more survivability as needed to ensure that you don't lose the fight—even if it takes 30 turns to win.

Battle Magic		1/2	Milly	Lu: 36
1: Hero	2: Carver		HP	186 / 186
Lu: 37	Lu: 37		MP	128 / 128
3: Ashlynn	4:		Attack	167
Lu: 35			Defence	173



Because melee characters don't need their MP as often, it's useful to give them a few ranks in vocations with active spells. This raises versatility by a fair margin. For instance, a heavy melee character with the Oomph or Buff abilities can improve their combat effectiveness without forcing a caster to take time assisting them. Or, you can give characters enough time to learn healing spells, thus enabling them to strike with impunity on good turns but assist in restoring the party when bosses



get a lucky shot or cast an area-of-effect spell.

CUSTOMIZING A PARTY FOR A SPECIFIC ENCOUNTER

Most of the boss fights in *Dragon Quest VI* aren't too bad, so you won't need to set up a party just for these fights. However, there are at least three bosses that break the mold. When you're faced with something that tough, it's wise to step back and see what is required in that battle.

Are your magic points running out? If so, see if magic water or prayer rings can be used to augment your key spell casters' MP.



Are you doing too little damage with each hit? Have you tried switching more characters into combative vocations, such as warriors or gladiators?



Are you using abilities like Kasap or Oomph to change the amount of damage you do with each hit?

Is the enemy doing so much damage, so quickly that your healers can't keep up?

Find out what the problem is and organize your party differently to counter the issue. You always have the option to spend an extra hour leveling your characters, but that's the simple way out. It can be more rewarding to beat fights at lower levels—when you know that the best strategies are essential for your survival.

RECOMMENDED PARTY CONFIGURATIONS

SITUATION	COMBAT PARTY	BACKUP PARTY (IN CARAVAN)
POWER LEVELING	GLADIATOR, GLADIATOR, GLADIATOR, DRAGON	SAGE, SAGE, ANYTHING, ANYTHING
STANDARD BOSS FIGHT	GLADIATOR, GLADIATOR, PALADIN, SAGE	SAGE, BACKUP MELEE FIGHTER, ANYTHING, ANYTHING
INTENSE BOSS FIGHT	GLADIATOR, PALADIN, SAGE, SAGE	BACKUP MELEE FIGHTER, BACKUP MELEE FIGHTER, ANYTHING, ANYTHING

There are certainly many more viable combinations than what is listed here, but you can see how taking the same vocations of characters and deploying them differently can suit the situation at hand.



THE HUNT FOR TREASURE

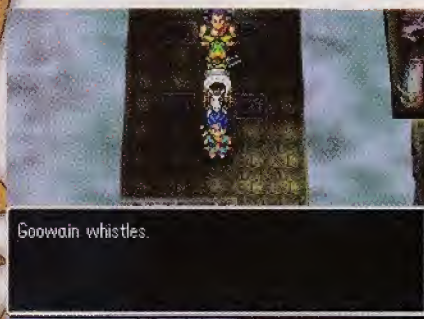
Making money and finding the best equipment is a good way to advance your characters and it's also a pile of fun! What would adventuring be without getting the coolest loot? Here's how to do it.



Hero examines the treasure chest.

Iron armour	× 1	1200 G
Full plate armour	× 1	2300 G
Cloak of evasion	× 1	3000 G
Iron shield	× 1	720 G
Silver tiara	× 1	450 G
Iron helmet	× 1	1100 G

Armour 935 G



Goowain whistles.

MAKING MONEY

The first step toward power is to acquire money. Having cash on hand lets you stock up on tools for healing and restoration. You also spend a small amount of money at most inns to restore your HP and MP. These costs are so trivial that your party can often account for them with just a few fights outside of any given town.

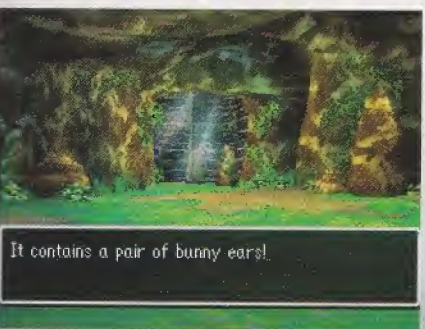
The next step is to start building a supply of cash for upgraded weapons and armour. Even though the best of these are found in dungeons, or at the end of various quests, you still spend most of the game using a high percentage of store-bought gear.

Sometimes there are enemies in any area that drop a huge amount of Gold. There aren't any gold golems in this game, sadly, but there are still goodybags in a couple of areas that you can certainly farm.

However, most of the time in *Dragon Quest VI* the money comes in based on the volume of combat you're completing. Fast fights are the best, but going for maximum experience and high-end monsters isn't necessarily the way to bring in the most cash.

Instead, like vocational training, you can often do better by hitting an area a little bit under your character's levels. That way they win fights in only a round or two and can get into another fight as quickly as possible.

Having someone with gadabout abilities is another advantage here. Gadabouts learn Whistle, an ability that instantly spawns a random encounter from your current area. Because you won't waste time looking for fights, your experience rate and Gold accrual both rise substantially. Whistle doesn't cost any MP so you can use it as much as you want before returning to town with your treasure. It may also benefit you to switch all active players to the merchant vocation as extra gold is found at the end of each battle by every merchant.



SEARCHING FOR GOOD ITEMS

Dungeons have mini medals and other types of higher-end loot. Always look at the maps provided for these areas to ensure that you don't miss anything good. This is true of many towns as well. They have items in pots, barrels, and chests. Take everything that isn't nailed down and never feel guilty about it. You're off trying to save the world, after all.

MINI MEDALS

In case you're wondering what mini medals are for, they're a long-term collecting quest in this game. You want to grab 100 of them eventually, and they are given to the lord of Medford's Manor for multiple prizes. Most of the prizes are given out every 10 medals that you bring in. Some of these are for fun, but the majority of prizes are devastatingly useful. Keep up with your medal hunting to stay a step above the competition.

GAMBLING

There are three gambling casinos in the game, each with their own set of prizes. You have to save and load frequently to beat these in a reasonable amount of time, and luck certainly plays a huge factor in the process. However, you can get some awesome toys fairly early in the game by pressing your luck and winning big.

MONSTER-DROPPED TREASURE

Very few monsters in *Dragon Quest VI* drop their own items. Most of these are set encounters that can't be repeated to farm for extra pieces of equipment. This is a departure from some of the other *Dragon Quest* titles, so it's worth mentioning.

OUR STORY AND OUR HEROES

SO WHERE ARE WE?

The world of Zenithia has been the home of a few *Dragon Quest* games. If you've played the original or the remade versions of *Dragon Quest IV* and *Dragon Quest V* then you might be familiar with some of the game's backstory. Even if you aren't, it won't be a problem. The characters and plot are independent, with only peripheral references to the other games, so you won't be lost.

What you do need to know is that a powerful evil has swept over the world of Zenithia, controlling the citizens' lives and dreams. Your hero is driven to stop this and you eventually gather a sizable force of like-minded individuals and creatures to assist in the struggle.

This strategy guide takes players through all of the regions and battles in the story, but we have taken great pains not to spoil anything.

There are 16 playable characters in this story. Your hero is one of them. As the player, you get to name the hero and develop their vocation eventually, but the graphic representation of your hero has been predetermined. You begin the game playing a young man with considerable weapon skill and some innate magic potential.

Each character reference in this chapter goes over the character's basic description, the abilities they learn, their attributes and what equipment they'll be capable of using. If someone is an optional character (i.e. one that can be missed), it is spelled out for you.

THE HERO

The hero is a good melee character that also learns some minor healing spells. Because of the vocation system, you can eventually switch into various disciplines and learn other abilities. Your hero isn't bad at anything. With a mix of fairly strong attributes, he doesn't have any particular weaknesses that you need to address.



ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 1	LEVEL 20	LEVEL 40	LEVEL 99
HP	28	160	326	800
MP	0	65	151	700
STRENGTH	11	65	128	350
AGILITY	6	62	96	200
RESILIENCE	3	25	55	210
WISDOM	5	52	89	330
STYLE	5	24	36	100

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
HEAL	LEVEL 4
PEEP	LEVEL 6
SAP	LEVEL 7
ZOOM	LEVEL 8
ZAP	PRINCE OF SOMNIA EVENT

USABLE EQUIPMENT

WEAPON	ATTACK	STYLE
CYPRESS STICK	2	0
OAKEN CLUB	9	5
COPPER SWORD	13	9
STEEL BROADSWORD	33	16
CAUTERY SWORD	42	23
PLATINUM SWORD	60	45
DREAM BLADE	65	28
FALCON BLADE	67	32-60
ZOMBIESBANE	80	5-62
FIRE BLADE	87	33-36
SUNDERBOLT BLADE	95	40-65
DRAGONSbane	95	35-55
MIRACLE SWORD	100	38-51
BLIZZARD BLADE	105	38
METAL KING SWORD	130	40
RUSTY SWORD	63	12
SWORD OF RAMIAS	130-135-145	32-52-70
BAMBOO SPEAR	5	1
GRACOS'S TRIDENT	58	-10-40
BOOMERANG	15	5
EDGED BOOMERANG	25	19
FLAMETANG BOOMERANG	65	25-52
BATTLE-AXE	49	15
CHAIN SICKLE	27	13
MAGMA STAFF	63	30
STAFF OF RESURRECTION	66	38

ARMOUR	DEFENCE	STYLE
PLAIN CLOTHES	4	2
WAYFARER'S CLOTHES	7	6
SILK TUXEDO	10	40
LEATHER ARMOUR	11	15
BOXER SHORTS	15	-100
SCALE ARMOUR	15	9
FUR CAPE	18	18
CHAIN MAIL	19	23
BRONZE ARMOUR	21	12
NOBLE GARB	23	28
IRON CUIRASS	23	4
IRON ARMOUR	25	19
FULL PLATE ARMOUR	30	27-42
SILVER CUIRASS	36	30
GLOMBOLERO	40	-50
SILVER MAIL	43	40-70
HEAVY ARMOUR	50	-30-43
MAGIC ARMOUR	50	38-61
ENCHANTED ARMOUR	55	35
SPIKED ARMOUR	55	15
DRAGON MAIL	60	37-72
PLATINUM MAIL	66	51
FLAME ARMOUR	70	33-55
SACRED ARMOUR	75	55
ARMOUR OF MAX WYNNE	90	17-66
DRAGON ROBE	95	60
MIRROR ARMOUR	95	50
METAL KING ARMOUR	115	45
ARMOUR OF ORGO	80-100	32-80

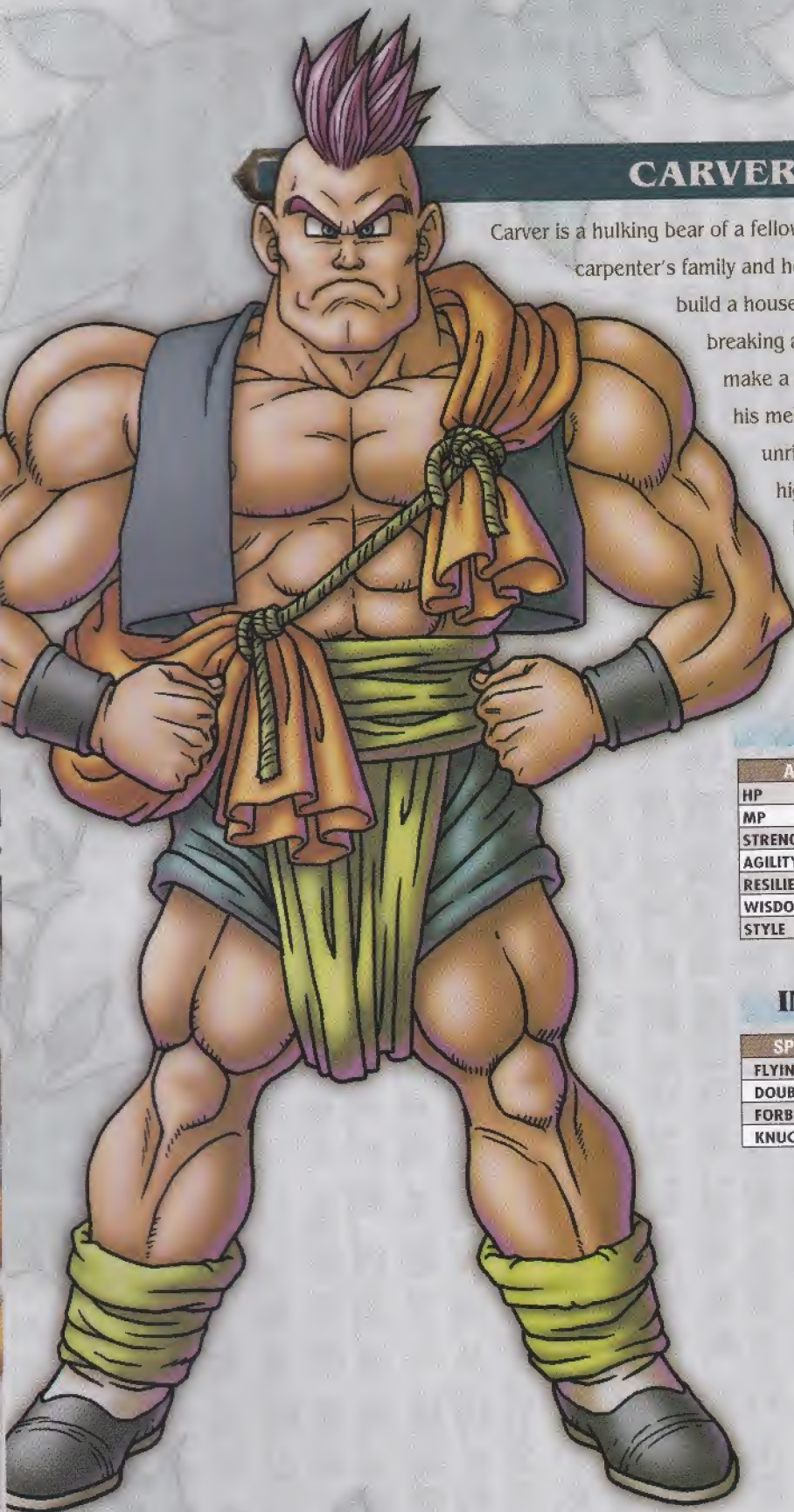
HELMET	DEFENCE	STYLE
LEATHER HAT	2	2
HARDWOOD HEADWEAR	6	-15
IRON HELMET	16	15-26
IRON MASK	25	-10-35
HERMES' HAT	28	8
PLATINUM HEADGEAR	38	42
THINKING CAP	40	21
GREAT HELM	50	30-47
HELMET OF MAX WYNNE	55	15-40
METAL KING HELM	70	38
HELM OF SEBATH	45-50	24-45

SHIELD	DEFENCE	STYLE
POT LID	2	-20
LEATHER SHIELD	4	2
SCALE SHIELD	7	4
BRONZE SHIELD	11	7
IRON SHIELD	16	12
MAGIC SHIELD	20	21-38
PLATINUM SHIELD	25	40
DRAGON SHIELD	30	25-47
TEMPEST SHIELD	35	18-44
FLAME SHIELD	40	22-45
POWER SHIELD	45	33
SILVER SHIELD	55	38
SHIELD OF MAX WYNNE	60	8-42
RUINOUS SHIELD	62	5
METAL KING SHIELD	70	40
SHIELD OF VALORA	65	35

ACCESSORY	ATTRIBUTES	STYLE
ANTIQUE RING	DEFENCE +2	-20
GOLD RING	DEFENCE +5	5
AGILITY RING	AGILITY +30	18
PRAYER RING	DEFENCE +5	22
GOSPEL RING	DEFENCE +15	30
GOLD BRACER	DEFENCE +15	20
KERPLUNK BRACER	DEFENCE +10	25
KAMIKAZEE BRACER	-	10
METEORITE BRACER	AGILITY X2	15
RESTLESS HEART	DEFENCE +15	9
ORB OF TRUTH	DEFENCE +10	30
TURNSCOTE PENDANT	-	45
OLD PIPE	-	15
TRAILBLAZING BANDANA	DEFENCE +5	28
BOW TIE	DEFENCE +2	33
SLIME EARRINGS	ATTACK +5	35
RAGING RUBY	ATTACK +20	18

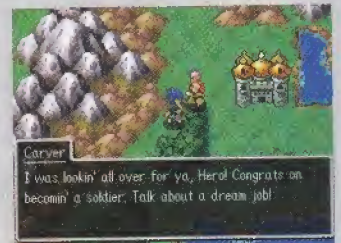
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CARVER

Carver is a hulking bear of a fellow. He comes from a carpenter's family and he looks like he could build a house or two without breaking a sweat. He'll never make a great spellcaster, but his melee prowess is almost unrivaled. Expect to see high damage output from this awesome chap.



ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 3	LEVEL 20	LEVEL 40	LEVEL 99
HP	42	175	383	900
MP	0	56	87	400
STRENGTH	20	83	150	400
AGILITY	5	55	88	180
RESILIENCE	12	48	66	220
WISDOM	4	28	51	180
STYLE	4	20	28	80

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
FLYING KNEE	LEVEL 5
DOUBLE UP	LEVEL 14
FORBEARANCE	LEVEL 18
KNUCKLE SANDWICH	CARPENTER'S SON EVENT

USABLE EQUIPMENT

WEAPONS	WEAPON	ATTACK	STYLE
	CYPRESS STICK	2	0
	OAKEN CLUB	9	5
	COPPER SWORD	13	9
	STEEL BROADSWORD	33	16
	SAW BLADE	54	-2-33
	PLATINUM SWORD	60	45
	ICICLE DIRK	62	31
	FIRE BLADE	87	33-36
	MASSACRE SWORD	95	15
	DRAGONSBANE	95	35-55
	MIRACLE SWORD	100	38-51
	BLIZZARD BLADE	105	38
	METAL KING SWORD	130	40
	BAMBOO SPEAR	5	1
	GRACOS'S TRIDENT	58	-10-40
	GIANT MALLET	10	-5
	SLEDGEHAMMER	30	6
	WAR HAMMER	64	19-50
	HELA'S HAMMER	115	33
	STONE AXE	19	4
	BATTLE-AXE	49	15
	IRON CLAW	21	15
	FIRE CLAW	53	21
	CHAIN SICKLE	27	13
	FLAIL OF DESTRUCTION	125	26-68
	MAGMA STAFF	63	30
	GREAT BOW	110	25-65

SHIELDS	SHIELD	DEFENCE	STYLE
	POT LID	2	-20
	LEATHER SHIELD	4	2
	SCALE SHIELD	7	4
	BRONZE SHIELD	11	7
	IRON SHIELD	16	12
	MAGIC SHIELD	20	21-38
	PLATINUM SHIELD	25	40
	DRAGON SHIELD	30	25-47
	TEMPEST SHIELD	35	18-44
	FLAME SHIELD	40	22-45
	POWER SHIELD	45	33
	OGRE SHIELD	48-65	-10-50
	SILVER SHIELD	55	38
	SHIELD OF MAX WYNNE	60	8-42
	RUINOUS SHIELD	62	5
	METAL KING SHIELD	70	40

HELMETS	HELMET	DEFENCE	STYLE
	LEATHER HAT	2	2
	HARDWOOD HEADWEAR	6	-15
	IRON HELMET	16	15-26
	IRON MASK	25	-10-35
	PLATINUM HEADGEAR	38	42
	THINKING CAP	40	21
	GREAT HELM	50	30-47
	HELMET OF MAX WYNNE	55	15-40
	METAL KING HELM	70	38

ARMOUR	ARMOUR	DEFENCE	STYLE
	PLAIN CLOTHES	4	2
	WAYFARER'S CLOTHES	7	6
	SILK TUXEDO	10	40
	LEATHER ARMOUR	11	15
	LEATHER KILT	12	-20
	BOXER SHORTS	15	-100
	SCALE ARMOUR	15	9
	FUR CAPE	18	18
	CHAIN MAIL	19	23
	BRONZE ARMOUR	21	12
	IRON CUIRASS	23	4
	IRON ARMOUR	25	19
	FULL PLATE ARMOUR	30	27-42
	SILVER CUIRASS	36	30
	SILVER MAIL	43	40-70
	HEAVY ARMOUR	50	-30-43
	MAGIC ARMOUR	50	38-61
	SPIKED ARMOUR	55	15
	DRAGON MAIL	60	37-72
	PLATINUM MAIL	66	51
	FLAME ARMOUR	70	33-55
	SACRED ARMOUR	75	55
	HELA'S ARMOUR	85	12
	ARMOUR OF MAX WYNNE	90	17-66
	GIGANT ARMOUR	92	15-77
	METAL KING ARMOUR	115	45

ACCESSORIES	ACCESSORY	ATTRIBUTES	STYLE
	AGILITY RING	AGILITY +30	18
	GOSPEL RING	DEFENCE +15	30
	GOLD BRACER	DEFENCE +15	20
	KERPLUNK BRACER	DEFENCE +10	25
	KAMIKAZEE BRACER	-	10
	METEORITE BRACER	AGILITY X2	15
	RESTLESS HEART	DEFENCE +15	9
	ORB OF TRUTH	DEFENCE +10	30
	TURNSCOTE PENDANT	-	45
	OLD PIPE	-	15
	TRAILBLAZING BANDANA	DEFENCE +5	28
	BOW TIE	DEFENCE +2	33
	RAGING RUBY	ATTACK +20	18

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MILLY

Milly isn't as strong physically as the hero or Carver, but she's a superior spellcaster who can focus on either combative magic or healing with equal grace. She can't take as much punishment as the boys, but she's tougher than many of the girls or slimes that might fill a similar niche.



ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 5	LEVEL 20	LEVEL 40	LEVEL 99
HP	63	130	270	700
MP	50	95	156	800
STRENGTH	12	42	93	300
AGILITY	35	78	123	450
RESILIENCE	25	45	58	200
WISDOM	45	77	110	410
STYLE	40	43	56	130

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
BUFF	ALREADY KNOWN
HEAL	ALREADY KNOWN
SQUELCH	ALREADY KNOWN
DAZZLE	LEVEL 6
EVAC	LEVEL 7
CRACK	LEVEL 9
SNOOZE	LEVEL 11
MIDHEAL	LEVEL 13
BANG	LEVEL 15
KABUFF	LEVEL 18

USABLE EQUIPMENT

WEAPONS

WEAPON	ATTACK	STYLE
CYPRESS STICK	2	0
CAUTERY SWORD	42	23
PLATINUM SWORD	60	45
FALCON BLADE	67	32-60
SIREN SWORD	70	51
SUNDERBOLT BLADE	95	40-65
MIRACLE SWORD	100	38-51
METAL KING SWORD	130	40
BRONZE KNIFE	12	8
POISON MOTH KNIFE	24	13
THORN WHIP	18	7
IRON STAFF	22	8
STAFF OF DIVINE WRATH	35	20
MAGMA STAFF	63	30
STAFF OF RESURRECTION	66	38
LUNAR FAN	60	30
SOLAR FAN	110	49-67
POISON NEEDLE	1	15
FALCON KNIFE EARRINGS	35	32

ARMOUR

ARMOUR	DEFENCE	STYLE
PLAIN CLOTHES	4	2
WAYFARER'S CLOTHES	7	6
SILK ROBE	13	28
LEATHER DRESS	17	15
BUNNY SUIT	17	38
FUR CAPE	18	18
DANCER'S COSTUME	20	25
ROBUST LINGERIE	23	100
IRON CUIRASS	23	4
CLOAK OF EVASION	28	11
SILVER CUIRASS	36	30
LEGERDEMANTLE	37	10
GLOMBOLERO	40	-50
MAGICAL SKIRT	45	35
SHIMMERING DRESS	55	61
ENCHANTED ARMOUR	55	35
FLOWING DRESS	65	42
SACRED ARMOUR	75	55
PRINCESS'S ROBE	85	72
ANGEL LEOTARD	95	88
DRAGON ROBE	95	60

SHIELDS

SHIELD	DEFENCE	STYLE
POT LID	2	-20
SILVER PLATTER	18	23
SILVER SHIELD	55	38
METAL KING SHIELD	70	40

HELMETS

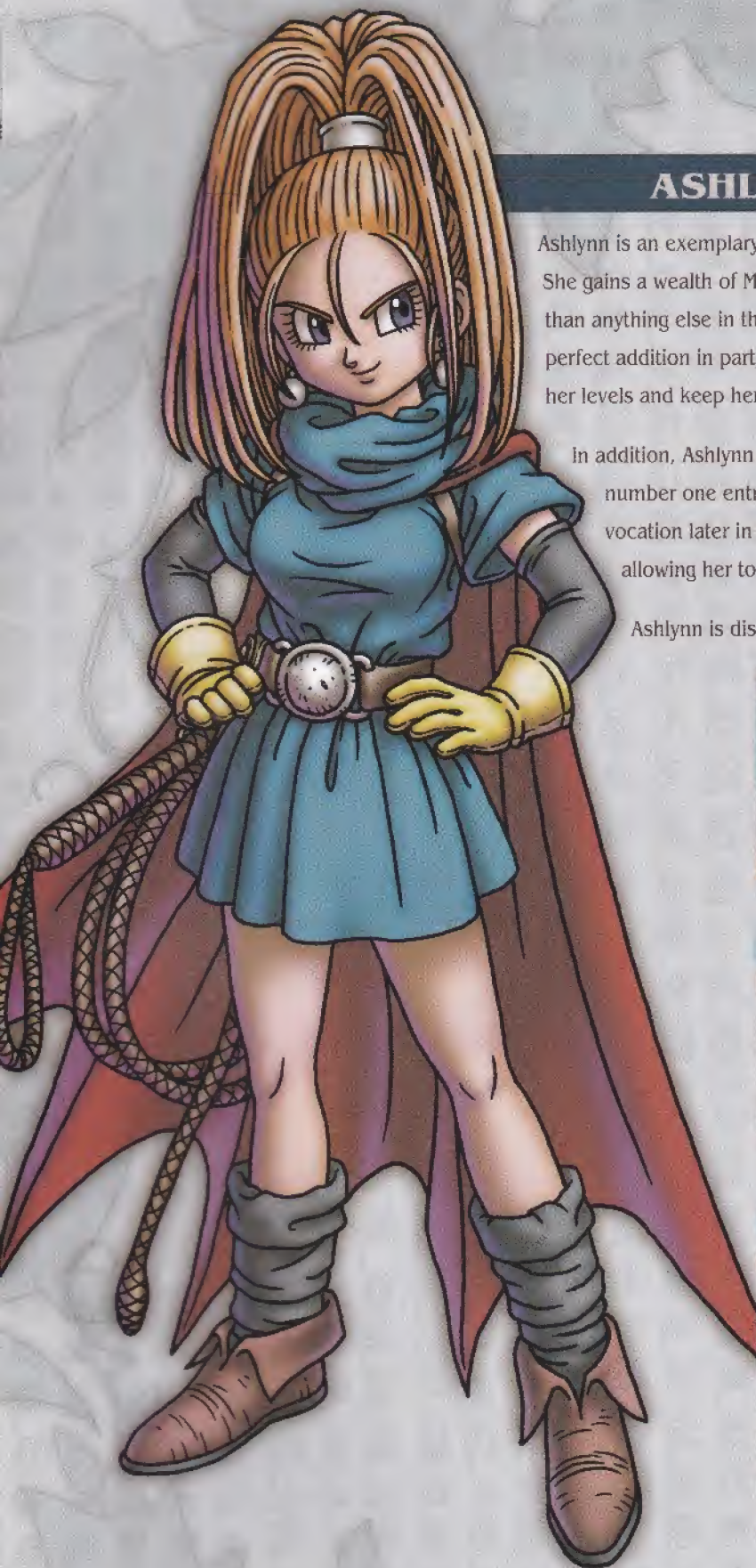
HELMET	DEFENCE	STYLE
LEATHER HAT	2	2
HAIRBAND	7	10
FUR HOOD	11	13
SILVER TIARA	14	25
BUNNY EARS	20	15
DUPLIC HAT	25	2
HERMES' HAT	28	8
HAPPY HAT	35	-17
GOLDEN TIARA	45	50

ACCESSORIES

ACCESSORY	ATTRIBUTES	STYLE
ANTIQUE RING	DEFENCE +2	-20
GOLD RING	DEFENCE +5	5
AGILITY RING	AGILITY +30	18
PRAYER RING	DEFENCE +5	22
GOSPEL RING	DEFENCE +15	30
GOLD BRACER	DEFENCE +15	20
KERPLUNK BRACER	DEFENCE +10	25
KAMIKAZEE BRACER	-	10
METEORITE BRACER	AGILITY X2	15
RESTLESS HEART	DEFENCE +15	9
LUCIDA SHARD	-	10
ORB OF TRUTH	DEFENCE +10	30
TURNSCOTE PENDANT	-	45
FISHNET STOCKINGS	DEFENCE +5	40
TRAILBLAZING BANDANA	DEFENCE +5	28
GLASS SLIPPERS	AGILITY -20	45
SLIME EARRINGS	ATTACK +5	35
RAGING RUBY	ATTACK +20	18
PINK PEARL	-	40

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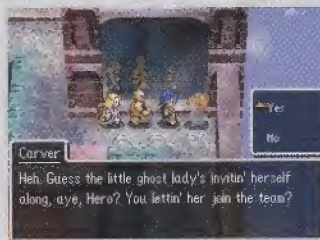


ASHLYNN

Ashlynn is an exemplary spellcaster. She is even more skilled in pure magic than Milly. She gains a wealth of MP and eventually learns a spell that deals more burst damage than anything else in the game. Only her lack of survivability keeps her from being a perfect addition in party configurations. Even noting that, it is a good idea to increase her levels and keep her close by.

In addition, Ashlynn is the highest style character in the game, making her the number one entry for the Best-Dressed Contest. Finishing off the luminary vocation later in the game with her is wise, as this boosts her style further while allowing her to conserve MP.

Ashlynn is discovered during a run-through of a tower.



ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 2	LEVEL 20	LEVEL 40	LEVEL 99
HP	60	110	213	650
MP	65	130	196	990
STRENGTH	13	37	77	280
AGILITY	35	62	99	400
RESILIENCE	15	35	47	170
WISDOM	33	65	95	420
STYLE	20	30	48	160

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
DAZZLE	ALREADY KNOWN
FRIZZ	ALREADY KNOWN
SAP	ALREADY KNOWN
SNOOZE	ALREADY KNOWN
SIZZ	LEVEL 6
ZOOM	LEVEL 8
EVAC	LEVEL 10
KASAP	LEVEL 12
DRAIN MAGIC	LEVEL 14
SIZZLE	LEVEL 16
FUDDLE	LEVEL 18
MAGIC BURST	SCION OF SORCERIA EVENT

USABLE EQUIPMENT

WEAPONS	WEAPON	ATTACK	STYLE
	CYPRESS STICK	2	0
	PLATINUM SWORD	60	45
	ICICLE DIRK	62	31
	FALCON BLADE	67	32-60
	SIREN SWORD	70	51
	MIRACLE SWORD	100	38-51
	METAL KING SWORD	130	40
	BRONZE KNIFE	12	8
	POISON MOTH KNIFE	24	13
	DEMON SPEAR	99	19-61
	THORN WHIP	18	7
	CHAIN WHIP	28	18
	SPIKED STEEL WHIP	65	22
	WIZARDLY WHIP	97	45-70
	GRINGHAM WHIP	145	57
	COBRA CLAW	90	29
	MORNING STAR	38	14
	STAFF OF ANTIMAGIC	40	18
	MAGMA STAFF	63	30
	WATERMAUL WAND	74	42
	BONE STAKE	6	3
	POISON NEEDLE	1	15
	FALCON KNIFE EARRINGS	35	32

ARMOUR	ARMOUR	DEFENCE	STYLE
	PLAIN CLOTHES	4	2
	WAYFARER'S CLOTHES	7	6
	SILK ROBE	13	28
	LEATHER DRESS	17	15
	BUNNY SUIT	17	38
	FUR CAPE	18	18
	DANCER'S COSTUME	20	25
	ROBUST LINGERIE	23	100
	IRON CUIRASS	23	4
	CLOAK OF EVASION	28	11
	SILVER CUIRASS	36	30
	LEGERDEMANTLE	37	10
	GLOMBOLERO	40	-50
	MAGICAL SKIRT	45	35
	SHIMMERING DRESS	55	61
	ENCHANTED ARMOUR	55	35
	FLOWING DRESS	65	42
	SACRED ARMOUR	75	55
	PRINCESS'S ROBE	85	72
	ANGEL LEOTARD	95	88
	DRAGON ROBE	95	60

SHIELDS	SHIELD	DEFENCE	STYLE
	POT LID	2	-20
	SILVER PLATTER	18	23
	MAGIC SHIELD	20	21-38
	SILVER SHIELD	55	38

HELMETS	HELMET	DEFENCE	STYLE
	LEATHER HAT	2	2
	HAIRBAND	7	10
	FUR HOOD	11	13
	SILVER TIARA	14	25
	BUNNY EARS	20	15
	DUPLIC HAT	25	2
	HERMES' HAT	28	8
	HAPPY HAT	35	-17
	GOLDEN TIARA	45	50

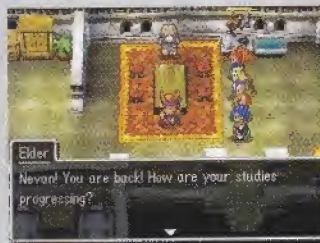
ACCESSORIES	ACCESSORY	ATTRIBUTES	STYLE
	ANTIQUE RING	DEFENCE +2	-20
	GOLD RING	DEFENCE +5	5
	AGILITY RING	AGILITY +30	18
	PRAYER RING	DEFENCE +5	22
	GOSPEL RING	DEFENCE +15	30
	GOLD BRACER	DEFENCE +15	20
	KERPLUNK BRACER	DEFENCE +10	25
	KAMIKAZEE BRACER	-	10
	METEORITE BRACER	AGILITY X2	15
	RESTLESS HEART	DEFENCE +15	9
	LUCIDA SHARD	-	10
	ORB OF TRUTH	DEFENCE +10	30
	TURNSCOTE PENDANT	-	45
	FISHNET STOCKINGS	DEFENCE +5	40
	TRAILBLAZING BANDANA	DEFENCE +5	28
	GLASS SLIPPERS	AGILITY -20	45
	SLIME EARRINGS	ATTACK +5	35
	RAGING RUBY	ATTACK +20	18
	PINK PEARL	-	40

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NEVAN

Nevan is a religious young man who lives in the town of Ghent. He believes in the Goddess and will act as her messenger wherever possible. He'll make a skilled mage or priest, but most players will use him preferentially for healing because it's such an intuitive path for him.



ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 10	LEVEL 20	LEVEL 40	LEVEL 99
HP	80	140	301	750
MP	55	115	154	850
STRENGTH	20	51	113	310
AGILITY	47	66	96	350
RESILIENCE	35	56	77	240
WISDOM	45	60	119	450
STYLE	10	13	23	60

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
HEAL	ALREADY KNOWN
MIDHEAL	ALREADY KNOWN
POOF	ALREADY KNOWN
SQUELCH	ALREADY KNOWN
WOOSH	ALREADY KNOWN
FIZZLE	LEVEL 11
ZING	LEVEL 13
SWOOSH	LEVEL 15
TINGLE	LEVEL 17
FULLHEAL	LEVEL 19
WHACK	LEVEL 21

USABLE EQUIPMENT

WEAPONS

WEAPON	ATTACK	STYLE
CYPRESS STICK	2	0
FIRE BLADE	87	33-36
SUNDERBOLT BLADE	95	40-65
MIRACLE SWORD	100	38-51
METAL KING SWORD	130	40
BRONZE KNIFE	12	8
POISON MOTH KNIFE	24	13
BAMBOO SPEAR	5	1
GRACOS'S TRIDENT	58	-10-40
DEMON SPEAR	99	19-61
CHAIN WHIP	28	18
MORNING STAR	38	14
STAFF OF GHENT	15	16
IRON STAFF	22	8
LIGHTNING STAFF	29	24
STAFF OF DIVINE WRATH	35	20
STAFF OF ANTIMAGIC	40	18
STAFF OF RESURRECTION	66	38
WATERMAUL WAND	74	42
POISON NEEDLE	1	15

SHIELDS

SHIELD	DEFENCE	STYLE
POT LID	2	-20
LEATHER SHIELD	4	2
SCALE SHIELD	7	4
BRONZE SHIELD	11	7
MAGIC SHIELD	20	21-38
SHIELD OF MAX WYNNE	60	8-42
METAL KING SHIELD	70	40

HELMETS

HELMET	DEFENCE	STYLE
LEATHER HAT	2	2
POINTY HAT	3	-2
HARDWOOD HEADWEAR	6	-15
SHELLMET	7	3
DUPLIC HAT	25	2
HERMES' HAT	28	8
HAPPY HAT	35	-17
SLIME HELMET	40	12
THINKING CAP	40	21
HELMET OF MAX WYNNE	55	15-40

ARMOUR

ARMOUR	DEFENCE	STYLE
PLAIN CLOTHES	4	2
WAYFARER'S CLOTHES	7	6
SILK TUXEDO	10	40
LEATHER ARMOUR	11	15
SILK ROBE	13	28
BOXER SHORTS	15	-100
SCALE ARMOUR	15	9
FUR CAPE	18	18
BRONZE ARMOUR	21	12
NOBLE GARB	23	28
IRON ARMOUR	25	19
CLOAK OF EVASION	28	11
FULL PLATE ARMOUR	30	27-42
TORTOISE SHELL	33	-15
LEGERDEMANTLE	37	10
GLOMBOLERO	40	-50
MAGIC ARMOUR	50	38-61
ENCHANTED ARMOUR	55	35
FLOWING DRESS	65	42
SLIME ARMOUR	70	30
SACRED ARMOUR	75	55
DRAGON ROBE	95	60
METAL KING ARMOUR	115	45

ACCESSORIES

ACCESSORY	ATTRIBUTES	STYLE
AGILITY RING	AGILITY +30	18
GOSPEL RING	DEFENCE +15	30
GOLD BRACER	DEFENCE +15	20
KERPLUNK BRACER	DEFENCE +10	25
KAMIKAZEE BRACER	-	10
METEORITE BRACER	AGILITY X2	15
RESTLESS HEART	DEFENCE +15	9
ORB OF TRUTH	DEFENCE +10	30
TURNSCOTE PENDANT	-	45
OLD PIPE	-	15
BOW TIE	DEFENCE +2	33
RAGING RUBY	ATTACK +20	18

STORY
&
CHARACTERS

TERRY

You meet Terry fairly early in the game, but you won't be able to join forces until somewhat later on. This swordsman and spellcaster is like the hero in that he tries to cover all the bases. He can go into any vocation and do reasonably well. His only problem is that there is always someone who can do a little better job in a given niche.

That said, Terry does one thing wonderfully; he's pretty. The Best-Dressed Contest sometimes requires specific types of contestants and Terry makes an excellent male contender.



Terry	Equip	Strength	126
Swordswoman in Blue		Agility	195
Level: 69		Resilience	59
Dancer		Wisdom	146
Aspiring Talent		Style	288
HP 319 / 330		Attack	186
MP 189 / 289		Defence	188

ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 28	LEVEL 40	LEVEL 99
HP	226	310	750
MP	86	110	600
STRENGTH	86	116	330
AGILITY	115	118	250
RESILIENCE	59	62	190
WISDOM	83	88	300
STYLE	40	43	120

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
DODGY DANCE	ALREADY KNOWN
DOUBLE-EDGED SLASH	ALREADY KNOWN
FALCON SLASH	ALREADY KNOWN
FOCUS STRENGTH	ALREADY KNOWN
FRENZY	ALREADY KNOWN
GUST SLASH	ALREADY KNOWN
HATCHET MAN	ALREADY KNOWN
HEAVE-HO	ALREADY KNOWN
KNUCKLE SANDWICH	ALREADY KNOWN
LEG SWEEP	ALREADY KNOWN
MERCURIAL THRUST	ALREADY KNOWN
MULTIFISTS	ALREADY KNOWN
PRESSURE POINTER	ALREADY KNOWN
ROUNDHOUSE KICK	ALREADY KNOWN
WIND SICKLES	ALREADY KNOWN

USABLE EQUIPMENT

WEAPONS

WEAPON	ATTACK	STYLE
OAKEN CLUB	9	5
COPPER SWORD	13	9
STEEL BROADSWORD	33	16
CAUTERY SWORD	42	23
SAW BLADE	54	-2-33
PLATINUM SWORD	60	45
DREAM BLADE	65	28
FALCON BLADE	67	32-60
SIREN SWORD	70	51
ZOMBIESBANE	80	5-62
FIRE BLADE	87	33-36
MASSACRE SWORD	95	15
SUNDERBOLT BLADE	95	40-65
DRAGONSbane	95	35-55
MIRACLE SWORD	100	38-51
BLIZZARD BLADE	105	38
METAL KING SWORD	130	40
BAMBOO SPEAR	5	1
GRACOS'S TRIDENT	58	-10-40
DEMON SPEAR	99	19-61
WAR HAMMER	64	19-50
HELA'S HAMMER	115	33
BOOMERANG	15	5
EDGED BOOMERANG	25	19
FLAMETANG BOOMERANG	65	25-52
BATTLE-AXE	49	15
CHAIN SICKLE	27	13
FLAIL OF DESTRUCTION	125	26-68
WATERMAUL WAND	74	42
ORICALCUM FANGS	135	37
GREAT BOW	110	25-65
POISON NEEDLE	1	15

ARMOUR

ARMOUR	DEFENCE	STYLE
PLAIN CLOTHES	4	2
WAYFARER'S CLOTHES	7	6
SILK TUXEDO	10	40
LEATHER ARMOUR	11	15
SCALE ARMOUR	15	9
CHAIN MAIL	19	23
BRONZE ARMOUR	21	12
NOBLE GARB	23	28
IRON CUIRASS	23	4
IRON ARMOUR	25	19
FULL PLATE ARMOUR	30	27-42
SILVER CUIRASS	36	30
SILVER MAIL	43	40-70
HEAVY ARMOUR	50	-30-43
MAGIC ARMOUR	50	38-61
ENCHANTED ARMOUR	55	35
SPIKED ARMOUR	55	15
DRAGON MAIL	60	37-72
PLATINUM MAIL	66	51
FLAME ARMOUR	70	33-55
SACRED ARMOUR	75	55
HELA'S ARMOUR	85	12
ARMOUR OF MAX WYNNE	90	17-66
GIGANT ARMOUR	92	15-77
MIRROR ARMOUR	95	50
METAL KING ARMOUR	115	45

SHIELDS

SHIELD	DEFENCE	STYLE
LEATHER SHIELD	4	2
SCALE SHIELD	7	4
BRONZE SHIELD	11	7
IRON SHIELD	16	12
MAGIC SHIELD	20	21-38
PLATINUM SHIELD	25	40
DRAGON SHIELD	30	25-47
TEMPEST SHIELD	35	18-44
FLAME SHIELD	40	22-45
POWER SHIELD	45	33
OGRE SHIELD	48-65	-10-50
SILVER SHIELD	55	38
SHIELD OF MAX WYNNE	60	8-42
RUINOUS SHIELD	62	5
METAL KING SHIELD	70	40

HELMETS

HELMET	DEFENCE	STYLE
LEATHER HAT	2	2
HARDWOOD HEADWEAR	6	-15
IRON HELMET	16	15-26
IRON MASK	25	-10-35
PLATINUM HEADGEAR	38	42
THINKING CAP	40	21
GREAT HELM	50	30-47
HELMET OF MAX WYNNE	55	15-40
METAL KING HELM	70	38

ACCESSORIES

ACCESSORY	ATTRIBUTES	STYLE
ANTIQUE RING	DEFENCE +2	-20
GOLD RING	DEFENCE +5	5
AGILITY RING	AGILITY +30	18
PRAYER RING	DEFENCE +5	22
GOPEL RING	DEFENCE +15	30
GOLD BRACER	DEFENCE +15	20
KERPLUNK BRACER	DEFENCE +10	25
KAMIKAZEE BRACER	-	10
METEORITE BRACER	AGILITY X2	15
RESTLESS HEART	DEFENCE +15	9
ORB OF TRUTH	DEFENCE +10	30
TURNSCOTE PENDANT	-	45
OLD PIPE	-	15
TRAILBLAZING BANDANA	DEFENCE +5	28
BOW TIE	DEFENCE +2	33
SLIME EARRINGS	ATTACK +5	35
RAGING RUBY	ATTACK +20	18

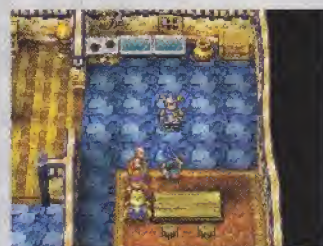
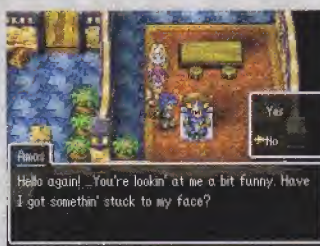
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STORY
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CHARACTERS



AMOS (OPTIONAL)

Amos is a local hero that you can find during part of the walkthrough. He's a skilled melee fighter that does well within some types of combative vocations. Later in the game, he ends up being somewhat usurped in this by the superior stats of both Carver and Lizzy, but you can never have too many damage dealers.



ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 15	LEVEL 20	LEVEL 40	LEVEL 99
HP	150	180	350	800
MP	37	63	87	500
STRENGTH	70	73	136	380
AGILITY	66	72	95	190
RESILIENCE	68	75	99	250
WISDOM	60	63	79	260
STYLE	24	25	32	80

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
HEAL	ALREADY KNOWN
MEGAMORPHOSIS	ALREADY KNOWN

USABLE EQUIPMENT

WEAPONS

WEAPON	ATTACK	STYLE
OAKEN CLUB	9	5
COPPER SWORD	13	9
STEEL BROADSWORD	33	16
CAUTERY SWORD	42	23
PLATINUM SWORD	60	45
DREAM BLADE	65	28
FALCON BLADE	67	32~60
ZOMBIESBANE	80	5~62
FIRE BLADE	87	33~36
MASSACRE SWORD	95	15
SUNDERBOLT BLADE	95	40~65
DRAGONSbane	95	35~55
MIRACLE SWORD	100	38~51
BLIZZARD BLADE	105	38
METAL KING SWORD	130	40
GRACOS'S TRIDENT	58	-10~40
GIANT Mallet	10	-5
SLEDGEHAMMER	30	6
WAR HAMMER	64	19~50
HELA'S HAMMER	115	33
BOOMERANG	15	5
EDGED BOOMERANG	25	19
FLAMETANG BOOMERANG	65	25~52
STONE AXE	19	4
BATTLE-AXE	49	15
IRON CLAW	21	15
FIRE CLAW	53	21
CHAIN SICKLE	27	13
FLAIL OF DESTRUCTION	125	26~68
STAFF OF ANTIMAGIC	40	18

ARMOUR

ARMOUR	DEFENCE	STYLE
RAGS	3	0
PLAIN CLOTHES	4	2
WAYFARER'S CLOTHES	7	6
SILK TUXEDO	10	40
LEATHER ARMOUR	11	15
LEATHER KILT	12	-20
BOXER SHORTS	15	-100
SCALE ARMOUR	15	9
FUR CAPE	18	18
CHAIN MAIL	19	23
BRONZE ARMOUR	21	12
IRON CUIRASS	23	4
IRON ARMOUR	25	19
FULL PLATE ARMOUR	30	27~42
TORTOISE SHELL	33	-15
SILVER CUIRASS	36	30
SILVER MAIL	43	40~70
HEAVY ARMOUR	50	-30~43
MAGIC ARMOUR	50	38~61
ENCHANTED ARMOUR	55	35
SPIKED ARMOUR	55	15
DRAGON MAIL	60	37~72
PLATINUM MAIL	66	51
FLAME ARMOUR	70	33~55
SACRED ARMOUR	75	55
HELA'S ARMOUR	85	12
ARMOUR OF MAX WYNNE	90	17~66
GIGANT ARMOUR	92	15~77
MIRROR ARMOUR	95	50
METAL KING ARMOUR	115	45

SHIELDS

SHIELD	DEFENCE	STYLE
LEATHER SHIELD	4	2
SCALE SHIELD	7	4
BRONZE SHIELD	11	7
IRON SHIELD	16	12
MAGIC SHIELD	20	21~38
PLATINUM SHIELD	25	40
DRAGON SHIELD	30	25~47
FLAME SHIELD	40	22~45
POWER SHIELD	45	33
OGRE SHIELD	48~65	-10~50
RUINOUS SHIELD	62	5
METAL KING SHIELD	70	40

HELMETS

HELMET	DEFENCE	STYLE
LEATHER HAT	2	2
HARDWOOD HEADWEAR	6	-15
SHELLMET	7	3
IRON HELMET	16	15~26
IRON MASK	25	-10~35
PLATINUM HEADGEAR	38	42
THINKING CAP	40	21
GREAT HELM	50	30~47
HELMET OF MAX WYNNE	55	15~40
METAL KING HELM	70	38

ACCESSORIES

ACCESSORY	ATTRIBUTES	STYLE
GOSPEL RING	DEFENCE +15	30
KERPLUNK BRACER	DEFENCE +10	25
KAMIKAZEE BRACER	-	10
METEORITE BRACER	AGILITY X2	15
BOW TIE	DEFENCE +2	33

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STORY
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CHARACTERS



LIZZY (OPTIONAL)

Lizzy can be recruited into the party after Terry joins. Take Terry to Arkbolt Castle and talk to a large lizard in the dungeon while Terry is in your party. This lets you grab a great melee character that also has access to the dragon vocation and the powerful breath spells that are a part of it.

ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 5	LEVEL 20	LEVEL 40	LEVEL 90
HP	240	340	420	950
MP	50	120	273	600
STRENGTH	130	152	182	410
AGILITY	77	95	119	180
RESILIENCE	150	150	193	250
WISDOM	110	150	190	300
STYLE	20	22	38	100

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
FALCON SLASH	ALREADY KNOWN
FLAME BREATH	ALREADY KNOWN
HATCHET MAN	LEVEL 9
INFERNO	LEVEL 15
METAL SLASH	LEVEL 20
KAZING	LEVEL 25
SCORCH	LEVEL 30

USABLE EQUIPMENT

WEAPON	ATTACK	STYLE
OAKEN CLUB	9	5
COPPER SWORD	13	9
CAUTERY SWORD	42	23
SAW BLADE	54	-2~33
FIRE BLADE	87	33~36
MASSACRE SWORD	95	15
DRAGONSbane	95	35~55
BLIZZARD BLADE	105	38
METAL KING SWORD	130	40
BAMBOO SPEAR	5	1
GRACOS'S TRIDENT	58	-10~40
GIANT Mallet	10	-5
SLEDGEHAMMER	30	6
WAR HAMMER	64	19~50
HELA'S HAMMER	115	33
STONE AXE	19	4
BATTLE-AXE	49	15
CHAIN WHIP	28	18
CHAIN SICKLE	27	13
MORNING STAR	38	14
FLAIL OF DESTRUCTION	125	26~68

SHIELD	DEFENCE	STYLE
DRAGON SHIELD	30	25~47
FLAME SHIELD	40	22~45
OGRE SHIELD	48~65	-10~50
SHIELD OF MAX WYNNE	60	8~42
RUINOUS SHIELD	62	5

HELMET	DEFENCE	STYLE
LEATHER HAT	2	2
HARDWOOD HEADWEAR	6	-15
SHELLMET	7	3
FUR HOOD	11	13
IRON HELMET	16	15~26
BUNNY EARS	20	15
IRON MASK	25	-10~35
PLATINUM HEADGEAR	38	42
THINKING CAP	40	21
GREAT HELM	50	30~47
HELMET OF MAX WYNNE	55	15~40
METAL KING HELM	70	38

ARMOUR	DEFENCE	STYLE
PLAIN CLOTHES	4	2
LEATHER ARMOUR	11	15
LEATHER KILT	12	-20
SCALE ARMOUR	15	9
FUR CAPE	18	18
CHAIN MAIL	19	23
IRON CUIRASS	23	4
SILVER CUIRASS	36	30
HEAVY ARMOUR	50	-30~43
SPIKED ARMOUR	55	15
DRAGON MAIL	60	37~72
PLATINUM MAIL	66	51
FLAME ARMOUR	70	33~55
HELA'S ARMOUR	85	12
GIGANT ARMOUR	92	15~77
DRAGON ROBE	95	60
METAL KING ARMOUR	115	45

ACCESSORY	ATTRIBUTES	STYLE
GOLD RING	DEFENCE +5	5
GOSPEL RING	DEFENCE +15	30
GOLD BRACER	DEFENCE +15	20
KERPLUNK BRACER	DEFENCE +10	25
KAMIKAZEE BRACER	-	10
METEORITE BRACER	AGILITY X2	15
TRAILBLAZING BANDANA	DEFENCE +5	28
BOW TIE	DEFENCE +2	33



GOOWAIN (OPTIONAL)

Goowain is a slime knight who is first seen as your group passes through a guard outpost that leads toward the Howcastle area. After spotting him there, proceed to Howcastle, complete the events, and meet Goowain again. He's outside the royal door at the back of Howard's room in Howcastle. Talk to him and let the knight into your party. Goowain is a decent fighter or healer. He doesn't have exceptionally good stats but he can wear some fairly heavy equipment. This aspect alone makes him a somewhat easy character to level up and get into the Slimopolis tournament. He does well in it and can even win the final event without too much extra effort.

ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 1	LEVEL 20	LEVEL 40	LEVEL 99
HP	40	160	296	660
MP	6	60	110	630
STRENGTH	44	70	114	300
AGILITY	20	85	115	250
RESILIENCE	45	60	95	230
WISDOM	25	52	95	240
STYLE	15	19	31	60

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
HEAL	ALREADY KNOWN
DRAIN MAGIC	LEVEL 3
KABUFF	LEVEL 8
FOCUS STRENGTH	LEVEL 13
COP OUT	LEVEL 18
FALCON SLASH	LEVEL 25

USABLE EQUIPMENT

WEAPON	ATTACK	STYLE
OAKEN CLUB	9	5
COPPER SWORD	13	9
STEEL BROADSWORD	33	16
CAUTERY SWORD	42	23
PLATINUM SWORD	60	45
DREAM BLADE	65	28
FALCON BLADE	67	32-60
ZOMBIESBANE	80	5-62
FIRE BLADE	87	33-36
MASSACRE SWORD	95	15
SUNDERBOLT BLADE	95	40-65
DRAGONSbane	95	35-55
MIRACLE SWORD	100	38-51
BUIZZARD BLADE	105	38
METAL KING SWORD	130	40
BRONZE KNIFE	12	8
POISON MOTH KNIFE	24	13
STONE AXE	19	4
CHAIN WHIP	28	18
CHAIN SICKLE	27	13
FLAIL OF DESTRUCTION	125	26-68
GREAT BOW	110	25-65

ARMOUR	DEFENCE	STYLE
PLAIN CLOTHES	4	2
WAYFARER'S CLOTHES	7	6
LEATHER ARMOUR	11	15
SCALE ARMOUR	15	9
CHAIN MAIL	19	23
BRONZE ARMOUR	21	12
IRON CUIRASS	23	4
IRON ARMOUR	25	19
FULL PLATE ARMOUR	30	27-42
SILVER CUIRASS	36	30
SILVER MAIL	43	40-70
HEAVY ARMOUR	50	-30-43
MAGIC ARMOUR	50	38-61
SPIKED ARMOUR	55	15
DRAGON MAIL	60	37-72

ARMOUR (CONT)	DEFENCE	STYLE
PLATINUM MAIL	66	51
FLAME ARMOUR	70	33-55
HELA'S ARMOUR	85	12
ARMOUR OF MAX WYNNE	90	17-66
GIGANT ARMOUR	92	15-77
MIRROR ARMOUR	95	50
METAL KING ARMOUR	115	45

SHIELDS	DEFENCE	STYLE
LEATHER SHIELD	4	2
SCALE SHIELD	7	4
BRONZE SHIELD	11	7
IRON SHIELD	16	12
PLATINUM SHIELD	25	40
DRAGON SHIELD	30	25-47
OGRE SHIELD	48-65	-10-50
SHIELD OF MAX WYNNE	60	8-42
RUINOUS SHIELD	62	5
METAL KING SHIELD	70	40

HELMETS	DEFENCE	STYLE
IRON HELMET	16	15-26
IRON MASK	25	-10-35
PLATINUM HEADGEAR	38	42
THINKING CAP	40	21
GREAT HELM	50	30-47
HELMET OF MAX WYNNE	55	15-40
METAL KING HELM	70	38

ACCESSORIES	ATTRIBUTES	STYLE
GOLD RING	DEFENCE +5	5
GOSPEL RING	DEFENCE +15	30
GOLD BRACER	DEFENCE +15	20
KERPLUNK BRACER	DEFENCE +10	25
KAMIKAZEE BRACER	-	10
METEORITE BRACER	AGILITY X2	15
TRAILBLAZING BANDANA	DEFENCE +5	28
BOW TIE	DEFENCE +2	33



HEALIE (OPTIONAL)

After you find the flying bed, return to the town of Clearvale. Make sure that it's in the world where you have access to the flying bed (you'll know what that means at the time). Go to the northern side of town and look for a slime in the bushes behind a house. Talk to him and let this little guy join up.

Healie is a floating pile of MP. His other stats are tepid, but he makes one of the best backup healers in the game. Leave him in the rear of the party and let him handle healing after a battle. Only pull him into combat when your primary healer needs assistance or replacement.

ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 4	LEVEL 20	LEVEL 40	LEVEL 99
HP	59	155	230	600
MP	26	110	300	800
STRENGTH	23	50	70	200
AGILITY	21	86	120	210
RESILIENCE	28	60	105	200
WISDOM	6	41	70	150
STYLE	15	21	30	50

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
HEAL	ALREADY KNOWN
MIDHEAL	LEVEL 9
FULLHEAL	LEVEL 15
MULTIHEAL	LEVEL 18
OMNIHEAL	LEVEL 23

USABLE EQUIPMENT

WEAPONS	WEAPON	ATTACK	STYLE
	ICICLE DIRK	62	31
	MIRACLE SWORD	100	38-51
	METAL KING SWORD	130	40
	POISON MOTH KNIFE	24	13
	BOOMERANG	15	5
	EDGED BOOMERANG	25	19
	FLAMETANG BOOMERANG	65	25-52
	WIZARDLY WHIP	97	45-70
	IRON CLAW	21	15
	FIRE CLAW	53	21
	COBRA CLAW	90	29
	STAFF OF GHENT	15	16
	BONE STAKE	6	3
	STONE FANGS	12	3
	STEEL FANGS	35	8
	FEROCIOUS FANGS	73	25
	ORICHALCUM FANGS	135	37
	LUNAR FAN	60	30
	SOLAR FAN	110	49-67
	POISON NEEDLE	1	15
	FALCON KNIFE EARRINGS	35	32

ARMOUR	ARMOUR	DEFENCE	STYLE
	RAGS	3	0
	BOXER SHORTS	15	-100
	FUR CAPE	18	18
	SLIME GOONIFORM	20	13
	IRON CUIRASS	23	4
	CLOAK OF EVASION	28	11
	TORTOISE SHELL	33	-15
	GLOMBOLERO	40	-50
	MAGICAL SKIRT	45	35
	MAGIC ARMOUR	50	38-61
	FLOWING DRESS	65	42
	SLIME ARMOUR	70	30
	ARMOUR OF MAX WYNNE	90	17-66
	ANGEL LEOTARD	95	88
	METAL KING ARMOUR	115	45

SHIELDS	SHIELD	DEFENCE	STYLE
	POT LID	2	-20
	SILVER PLATTER	18	23
	POWER SHIELD	45	33
	SILVER SHIELD	55	38
	METAL KING SHIELD	70	40

HELMETS	HELMET	DEFENCE	STYLE
	POINTY HAT	3	-2
	SHELLMET	7	3
	BUNNY EARS	20	15
	DUPLIC HAT	25	2
	IRON MASK	25	-10-35
	HERMES' HAT	28	8
	HAPPY HAT	35	-17
	SLIME HELMET	40	12
	METAL KING HELM	70	38

ACCESSORIES	ACCESSORY	ATTRIBUTES	STYLE
	GOLD RING	DEFENCE +5	5
	PRAYER RING	DEFENCE +5	22
	GOSPEL RING	DEFENCE +15	30
	KERPLUNK BRACER	DEFENCE +10	25
	KAMIKAZEE BRACER	-	10
	METEORITE BRACER	AGILITY X2	15
	TRAILBLAZING BANDANA	DEFENCE +5	28
	GLASS SLIPPERS	AGILITY -20	45
	BOW TIE	DEFENCE +2	33
	SLIME EARRINGS	ATTACK +5	35
	RAGING RUBY	ATTACK +20	18
	PINK PEARL	-	40



SPOT (OPTIONAL)

Spot is found on the right side of the Castle Graceskull courtyard, during a strange series of events. Don't look in the ruins of this castle. He'll only be found in the other version of the building. You don't need to do anything special to get him. Just look outside until you find him along the wall and ask him to join your party.

Except for his decent health, Spot isn't a particularly skilled slime. He's one of the harder creatures to send into the Slimopolis.

ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 1	LEVEL 20	LEVEL 40	LEVEL 99
HP	5	153	322	770
MP	0	30	54	320
STRENGTH	8	71	135	340
AGILITY	3	48	75	100
RESILIENCE	5	35	57	110
WISDOM	2	24	45	70
STYLE	2	21	35	60

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
TONGUE LASHING	LEVEL 4
FOLLOW SUIT	LEVEL 9
WHISTLE	LEVEL 11
DIG	LEVEL 13
NAP	LEVEL 15
DOUBLE UP	LEVEL 17

USABLE EQUIPMENT

WEAPON	ATTACK	STYLE
OAKEN CLUB	9	5
COPPER SWORD	13	9
STEEL BROADSWORD	33	16
CAUTERY SWORD	42	23
PLATINUM SWORD	60	45
DREAM BLADE	65	28
FALCON BLADE	67	32-60
ZOMBIESBANE	80	5-62
FIRE BLADE	87	33-36
MASSACRE SWORD	95	15
SUNDERBOLT BLADE	95	40-65
DRAGONSbane	95	35-55
MIRACLE SWORD	100	38-51
BLIZZARD BLADE	105	38
METAL KING SWORD	130	40
BRONZE KNIFE	12	8
POISON MOTH KNIFE	24	13
STONE AXE	19	4
CHAIN WHIP	28	18
CHAIN SICKLE	27	13
FLAIL OF DESTRUCTION	125	26-68
GREAT BOW	110	25-65

ARMOUR	DEFENCE	STYLE
PLAIN CLOTHES	4	2
WAYFARER'S CLOTHES	7	6
LEATHER ARMOUR	11	15
SCALE ARMOUR	15	9
CHAIN MAIL	19	23
BRONZE ARMOUR	21	12
IRON CUIRASS	23	4
IRON ARMOUR	25	19
FULL PLATE ARMOUR	30	27-42
SILVER CUIRASS	36	30
SILVER MAIL	43	40-70
HEAVY ARMOUR	50	-30-43
MAGIC ARMOUR	50	38-61
SPIKED ARMOUR	55	15
DRAGON MAIL	60	37-72

ARMOUR (CONT)	DEFENCE	STYLE
PLATINUM MAIL	66	51
FLAME ARMOUR	70	33-55
HELA'S ARMOUR	85	12
ARMOUR OF MAX WYNNE	90	17-66
GIGANT ARMOUR	92	15-77
MIRROR ARMOUR	95	50
METAL KING ARMOUR	115	45

SHIELDS	DEFENCE	STYLE
LEATHER SHIELD	4	2
SCALE SHIELD	7	4
BRONZE SHIELD	11	7
IRON SHIELD	16	12
PLATINUM SHIELD	25	40
DRAGON SHIELD	30	25-47
OGRE SHIELD	48-65	-10-50
SHIELD OF MAX WYNNE	60	8-42
RUINOUS SHIELD	62	5
METAL KING SHIELD	70	40

HELMETS	DEFENCE	STYLE
IRON HELMET	16	15-26
IRON MASK	25	-10-35
PLATINUM HEADGEAR	38	42
THINKING CAP	40	21
GREAT HELM	50	30-47
HELMET OF MAX WYNNE	55	15-40
METAL KING HELM	70	38

ACCESSORIES	ATTRIBUTES	STYLE
GOLD RING	DEFENCE +5	5
GOSPEL RING	DEFENCE +15	30
GOLD BRACER	DEFENCE +15	20
KERPLUNK BRACER	DEFENCE +10	25
KAMIKAZEE BRACER	-	10
METEORITE BRACER	AGILITY X2	15
TRAILBLAZING BANDANA	DEFENCE +5	28
BOW TIE	DEFENCE +2	33



KINGSLEY (OPTIONAL)

Kingsley is relaxing in the Château de Sass, a small area west of Wellshire. You won't be able to recruit the big guy until your party has competed and won in seven levels of the Best-Dressed Contest. The level you specifically need to beat is the one where only a slime can enter. Believe it or not, Goober is the best slime to accomplish this, but the right gear can get most of the little fellows through. Once you've won that level of the contest, talk to Kingsley on the main floor of the building, near the bar. He'll join to learn your cool fashion tricks. He's a slime with massive reserves of health and magic. His strength is also impressive, making him one of the best slimes in a pitched battle.

ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 3	LEVEL 20	LEVEL 40	LEVEL 99
HP	150	250	375	850
MP	90	210	400	900
STRENGTH	73	95	155	360
AGILITY	58	91	113	150
RESILIENCE	68	91	100	120
WISDOM	71	120	200	300
STYLE	20	28	32	40

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
HEAL	ALREADY KNOWN
MIDHEAL	ALREADY KNOWN
ZING	ALREADY KNOWN
PUFF-PUFF	LEVEL 4
MUSTER STRENGTH	LEVEL 5
SHOVE	LEVEL 7
BODY SLAM	LEVEL 10
KAZING	LEVEL 15
HOCUS POCUS	LEVEL 20

USABLE EQUIPMENT

WEAPONS	WEAPON	ATTACK	STYLE
	OAKEN CLUB	9	5
	COPPER SWORD	13	9
	STEEL BROADSWORD	33	16
	CAUTERY SWORD	42	23
	PLATINUM SWORD	60	45
	DREAM BLADE	65	28
	FALCON BLADE	67	32-60
	ZOMBIESBANE	80	5-62
	FIRE BLADE	87	33-36
	MASSACRE SWORD	95	15
	SUNDERBOLT BLADE	95	40-65
	DRAGONSbane	95	35-55
	MIRACLE SWORD	100	38-51
	BLIZZARD BLADE	105	38
	METAL KING SWORD	130	40
	BRONZE KNIFE	12	8
	POISON MOTH KNIFE	24	13
	STONE AXE	19	4
	CHAIN WHIP	28	18
	CHAIN SICKLE	27	13
	FLAIL OF DESTRUCTION	125	26-68
	GREAT BOW	110	25-65

ARMOUR	ARMOUR	DEFENCE	STYLE
	PLAIN CLOTHES	4	2
	WAYFARER'S CLOTHES	7	6
	LEATHER ARMOUR	11	15
	SCALE ARMOUR	15	9
	CHAIN MAIL	19	23
	BRONZE ARMOUR	21	12
	IRON CUIRASS	23	4
	IRON ARMOUR	25	19
	FULL PLATE ARMOUR	30	27-42
	SILVER CUIRASS	36	30
	SILVER MAIL	43	40-70
	HEAVY ARMOUR	50	-30-43
	MAGIC ARMOUR	50	38-61
	SPIKED ARMOUR	55	15

ARMOUR (CONT)			
	DRAGON MAIL	60	37-72
	PLATINUM MAIL	66	51
	FLAME ARMOUR	70	33-55
	HELA'S ARMOUR	85	12
	ARMOUR OF MAX WYNNE	90	17-66
	GIGANT ARMOUR	92	15-77
	MIRROR ARMOUR	95	50
	METAL KING ARMOUR	115	45

SHIELDS	SHIELD	DEFENCE	STYLE
	LEATHER SHIELD	4	2
	SCALE SHIELD	7	4
	BRONZE SHIELD	11	7
	IRON SHIELD	16	12
	PLATINUM SHIELD	25	40
	DRAGON SHIELD	30	25-47
	OGRE SHIELD	48-65	-10-50
	SHIELD OF MAX WYNNE	60	8-42
	RUINOUS SHIELD	62	5
	METAL KING SHIELD	70	40

HELMETS	HELMET	DEFENCE	STYLE
	IRON HELMET	16	15-26
	IRON MASK	25	-10-35
	PLATINUM HEADGEAR	38	42
	THINKING CAP	40	21
	GREAT HELM	50	30-47
	HELMET OF MAX WYNNE	55	15-40
	METAL KING HELM	70	38

ACCESSORIES	ACCESSORY	ATTRIBUTES	STYLE
	GOLD RING	DEFENCE +5	5
	GOSPEL RING	DEFENCE +15	30
	GOLD BRACER	DEFENCE +15	20
	KERPLUNK BRACER	DEFENCE +10	25
	KAMIKAZEE BRACER	-	10
	METEORITE BRACER	AGILITY X2	15
	TRAILBLAZING BANDANA	DEFENCE +5	28
	BOW TIE	DEFENCE +2	33



GOOBER (OPTIONAL)

Goober is a generic slime, but he's actually one of the trickier ones to recruit. To get him you need to beat all levels of the Slimopolis competition and then talk to an old man who hosts the events. He is the owner of a former champion who stands above the fighting area. He'll offer to buy your champion but eventually decides to give you one of his rookie slimes instead. Once you have completed all of the fighting at Slimopolis and no one else will fight your slime, take Goober to his old trainer, Sledge. He and Hammer are hanging out just above the fighting arena. Sledge teaches Goober the C-C-Cold Breath ability. Goober has fairly average stats, except for his low health and MP. What he is great for is beating the seventh level of the Best-Dressed Contest. That lets you recruit Kingsley, a far more effective slime.

ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 20	LEVEL 40	LEVEL 99
HP	110	223	650
MP	27	74	450
STRENGTH	53	113	330
AGILITY	85	156	300
RESILIENCE	24	72	180
WISDOM	50	81	230
STYLE	20	37	130

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
FRIZZLE	ALREADY KNOWN
KABUFF	ALREADY KNOWN
MIDHEAL	ALREADY KNOWN
SIZZLE	ALREADY KNOWN
SNOOZE	ALREADY KNOWN
SCORCH	LEVEL 90
C-C-COLD BREATH	LEARN FROM SLEDGE

USABLE EQUIPMENT

WEAPON	ATTACK	STYLE
OAKEN CLUB	9	5
COPPER SWORD	13	9
STEEL BROADSWORD	33	16
CAUTERY SWORD	42	23
PLATINUM SWORD	60	45
DREAM BLADE	65	28
FALCON BLADE	67	32-60
ZOMBIESBANE	80	5-62
FIRE BLADE	87	33-36
MASSACRE SWORD	95	15
SUNDERBOLT BLADE	95	40-65
DRAGONSbane	95	35-55
MIRACLE SWORD	100	38-51
BLIZZARD BLADE	105	38
METAL KING SWORD	130	40
BRONZE KNIFE	12	8
POISON MOTH KNIFE	24	13
STONE AXE	19	4
CHAIN WHIP	28	18
CHAIN SICKLE	27	13
FLAIL OF DESTRUCTION	125	26-68
GREAT BOW	110	25-65

ARMOUR	DEFENCE	STYLE
PLAIN CLOTHES	4	2
WAYFARER'S CLOTHES	7	6
LEATHER ARMOUR	11	15
SCALE ARMOUR	15	9
CHAIN MAIL	19	23
BRONZE ARMOUR	21	12
IRON CUIRASS	23	4
IRON ARMOUR	25	19
FULL PLATE ARMOUR	30	27-42
SILVER CUIRASS	36	30
SILVER MAIL	43	40-70
HEAVY ARMOUR	50	30-43
MAGIC ARMOUR	50	38-61
SPIKED ARMOUR	55	15
DRAGON MAIL	60	37-72

ARMOUR (CONT)	DEFENCE	STYLE
PLATINUM MAIL	66	51
FLAME ARMOUR	70	33-55
HELA'S ARMOUR	85	12
ARMOUR OF MAX WYNNE	90	17-66
GIGANT ARMOUR	92	15-77
MIRROR ARMOUR	95	50
METAL KING ARMOUR	115	45

SHIELDS	DEFENCE	STYLE
LEATHER SHIELD	4	2
SCALE SHIELD	7	4
BRONZE SHIELD	11	7
IRON SHIELD	16	12
PLATINUM SHIELD	25	40
DRAGON SHIELD	30	25-47
OGRE SHIELD	48-65	-10-50
SHIELD OF MAX WYNNE	60	8-42
RUINOUS SHIELD	62	5
METAL KING SHIELD	70	40

HELMETS	DEFENCE	STYLE
IRON HELMET	16	15-26
IRON MASK	25	-10-35
PLATINUM HEADGEAR	38	42
THINKING CAP	40	21
GREAT HELM	50	30-47
HELMET OF MAX WYNNE	55	15-40
METAL KING HELM	70	38

ACCESSORIES	ATTRIBUTES	STYLE
GOLD RING	DEFENCE +5	5
GOSPEL RING	DEFENCE +15	30
GOLD BRACER	DEFENCE +15	20
KERPLUNK BRACER	DEFENCE +10	25
KAMIKAZEE BRACER	-	10
METEORITE BRACER	AGILITY X2	15
TRAILBLAZING BANDANA	DEFENCE +5	28
BOW TIE	DEFENCE +2	33



CURIE (OPTIONAL)

After obtaining 10 of your friends' dreams in Suite Dreams, Curie can be found down the stairs looking for his friend Shelly.

Alternately, after completing the game, Curie is waiting for his friend outside Suite Dreams. Walk up to him and tell him you are a friend of Shelley's to get him to join.

Curie has some of the same functions as Healie, even though the two have different attributes. Curie is a touch lower on HP and MP but has somewhat higher wisdom. Curie's innate spells are fairly nice and that would be one of the main reasons to include this guy in the rear party.

ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 4	LEVEL 20	LEVEL 40	LEVEL 99
HP	111	155	210	550
MP	28	88	235	680
STRENGTH	60	73	95	240
AGILITY	95	122	156	300
RESILIENCE	59	83	108	220
WISDOM	14	49	96	160
STYLE	10	13	17	40

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
FULLHEAL	ALREADY KNOWN
MIDHEAL	LEVEL 6
KAZING	LEVEL 17
MULTIHEAL	LEVEL 20
OMNIHEAL	LEVEL 50

USABLE EQUIPMENT

WEAPON	ATTACK	STYLE
OAKEN CLUB	9	5
COPPER SWORD	13	9
STEEL BROADSWORD	33	16
CAUTERY SWORD	42	23
PLATINUM SWORD	60	45
DREAM BLADE	65	28
FALCON BLADE	67	32-60
ZOMBIESBANE	80	5-62
FIRE BLADE	87	33-36
MASSACRE SWORD	95	15
SUNDERBOLT BLADE	95	40-65
DRAGONSbane	95	35-55
MIRACLE SWORD	100	38-51
BLIZZARD BLADE	105	38
METAL KING SWORD	130	40
BRONZE KNIFE	12	8
POISON MOTH KNIFE	24	13
STONE AXE	19	4
CHAIN WHIP	28	18
CHAIN SICKLE	27	13
FLAIL OF DESTRUCTION	125	26-68
GREAT BOW	110	25-65

ARMOUR	DEFENCE	STYLE
PLAIN CLOTHES	4	2
WAYFARER'S CLOTHES	7	6
LEATHER ARMOUR	11	15
SCALE ARMOUR	15	9
CHAIN MAIL	19	23
BRONZE ARMOUR	21	12
IRON CUIRASS	23	4
IRON ARMOUR	25	19
FULL PLATE ARMOUR	30	27-42
SILVER CUIRASS	36	30
SILVER MAIL	43	40-70
HEAVY ARMOUR	50	-30-43
MAGIC ARMOUR	50	38-61
SPIKED ARMOUR	55	15

ARMOUR (CONT)	DEFENCE	STYLE
DRAGON MAIL	60	37-72
PLATINUM MAIL	66	51
FLAME ARMOUR	70	33-55
HELA'S ARMOUR	85	12
ARMOUR OF MAX WYNNE	90	17-66
GIGANT ARMOUR	92	15-77
MIRROR ARMOUR	95	50
METAL KING ARMOUR	115	45

SHIELDS	DEFENCE	STYLE
LEATHER SHIELD	4	2
SCALE SHIELD	7	4
BRONZE SHIELD	11	7
IRON SHIELD	16	12
PLATINUM SHIELD	25	40
DRAGON SHIELD	30	25-47
OGRE SHIELD	48-65	-10-50
SHIELD OF MAX WYNNE	60	8-42
RUINOUS SHIELD	62	5
METAL KING SHIELD	70	40

HELMETS	DEFENCE	STYLE
IRON HELMET	16	15-26
IRON MASK	25	-10-35
PLATINUM HEADGEAR	38	42
THINKING CAP	40	21
GREAT HELM	50	30-47
HELMET OF MAX WYNNE	55	15-40
METAL KING HELM	70	38

ACCESSORIES	ATTRIBUTES	STYLE
GOLD RING	DEFENCE +5	5
GOSPEL RING	DEFENCE +15	30
GOLD BRACER	DEFENCE +15	20
KERPLUNK BRACER	DEFENCE +10	25
KAMIKAZEE BRACER	-	10
METEORITE BRACER	AGILITY X2	15
TRAILBLAZING BANDANA	DEFENCE +5	28
BOW TIE	DEFENCE +2	33



SHELLEY (OPTIONAL)

Zoom to the Fashion Forge and board the Providence. Submerge to find an underwater inn. Shelley is sitting at the table on the right. If Curie is not in your party, she will tell you where to find him. Put Curie in your party to have Shelley join.

Shelley is a defensive slime with low health but high resilience. She's an odd slime to use because of her deficient attributes. She's the type of character that you bring in to make sure that the group doesn't get entirely killed off while you are catching up on healing during an intense boss fight.

ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 3	LEVEL 20	LEVEL 40	LEVEL 99
HP	72	117	168	270
MP	3	68	128	600
STRENGTH	48	60	98	280
AGILITY	51	75	95	150
RESILIENCE	135	160	253	350
WISDOM	17	47	81	170
STYLE	18	23	27	60

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
KABUFF	ALREADY KNOWN
COOL BREATH	LEVEL 5
TIDAL WAVE	LEVEL 17
CHILLY BREATH	LEVEL 22
FREEZING BLIZZARD	LEVEL 35

USABLE EQUIPMENT

WEAPON	ATTACK	STYLE
OAKEN CLUB	9	5
COPPER SWORD	13	9
STEEL BROADSWORD	33	16
CAUTERY SWORD	42	23
PLATINUM SWORD	60	45
DREAM BLADE	65	28
FALCON BLADE	67	32~60
ZOMBIESBANE	80	5~62
FIRE BLADE	87	33~36
MASSACRE SWORD	95	15
SUNDERBOLT BLADE	95	40~65
DRAGONSbane	95	35~55
MIRACLE SWORD	100	38~51
BLIZZARD BLADE	105	38
METAL KING SWORD	130	40
BRONZE KNIFE	12	8
POISON MOTH KNIFE	24	13
STONE AXE	19	4
CHAIN WHIP	28	18
CHAIN SICKLE	27	13
FLAIL OF DESTRUCTION	125	26~68
GREAT BOW	110	25~65

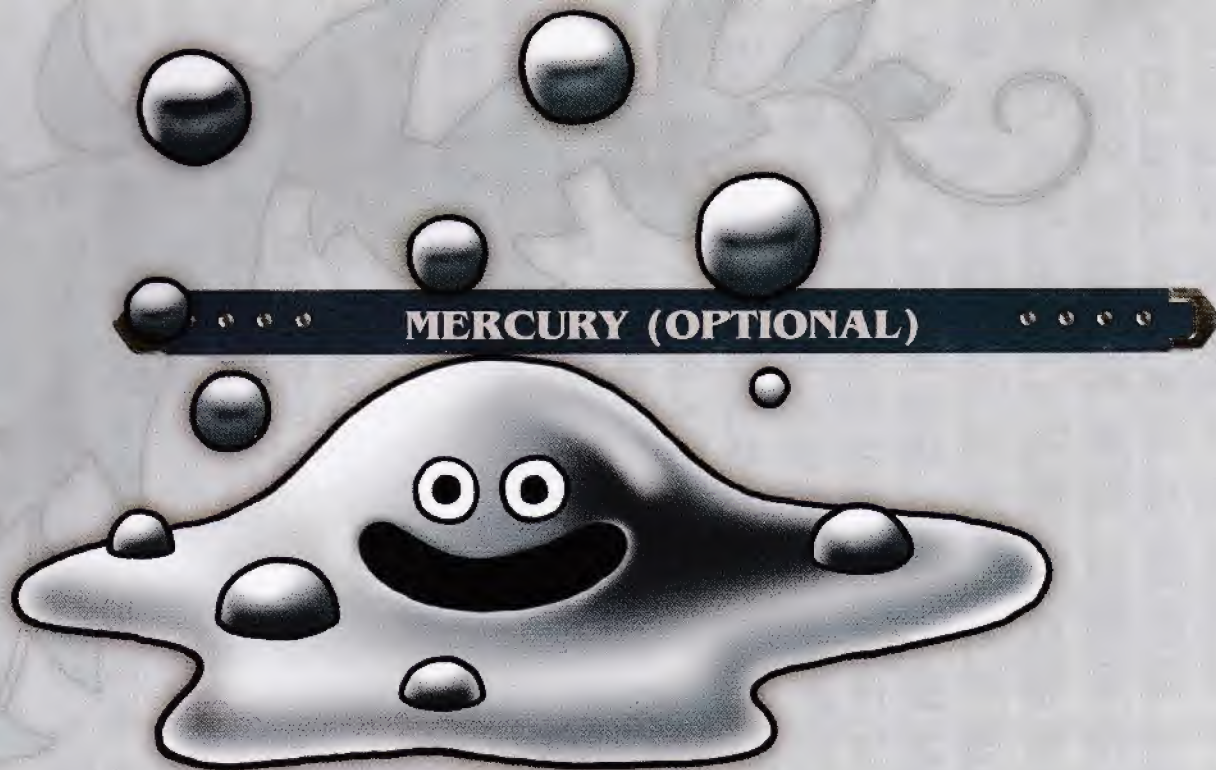
ARMOUR	DEFENCE	STYLE
PLAIN CLOTHES	4	2
WAYFARER'S CLOTHES	7	6
LEATHER ARMOUR	11	15
SCALE ARMOUR	15	9
CHAIN MAIL	19	23
BRONZE ARMOUR	21	12
IRON CUIRASS	23	4
IRON ARMOUR	25	19
FULL PLATE ARMOUR	30	27~42
SILVER CUIRASS	36	30
SILVER MAIL	43	40~70
HEAVY ARMOUR	50	-30~43
MAGIC ARMOUR	50	38~61
SPIKED ARMOUR	55	15
DRAGON MAIL	60	37~72

ARMOUR (CONT)	DEFENCE	STYLE
PLATINUM MAIL	66	51
FLAME ARMOUR	70	33~55
HELA'S ARMOUR	85	12
ARMOUR OF MAX WYNNE	90	17~66
GIGANT ARMOUR	92	15~77
MIRROR ARMOUR	95	50
METAL KING ARMOUR	115	45

SHIELDS	DEFENCE	STYLE
LEATHER SHIELD	4	2
SCALE SHIELD	7	4
BRONZE SHIELD	11	7
IRON SHIELD	16	12
PLATINUM SHIELD	25	40
DRAGON SHIELD	30	25~47
OGRE SHIELD	48~65	-10~50
SHIELD OF MAX WYNNE	60	8~42
RUINOUS SHIELD	62	5
METAL KING SHIELD	70	40

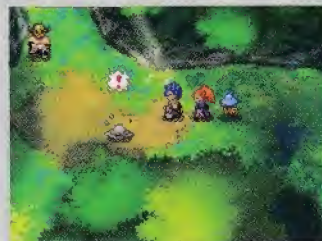
HELMETS	DEFENCE	STYLE
IRON HELMET	16	15~26
IRON MASK	25	-10~35
PLATINUM HEADGEAR	38	42
THINKING CAP	40	21
GREAT HELM	50	30~47
HELMET OF MAX WYNNE	55	15~40
METAL KING HELM	70	38

ACCESSORIES	ATTRIBUTES	STYLE
GOLD RING	DEFENCE +5	5
GOSPEL RING	DEFENCE +15	30
GOLD BRACER	DEFENCE +15	20
KERPLUNK BRACER	DEFENCE +10	25
KAMIKAZEE BRACER	-	10
METEORITE BRACER	AGILITY X2	15
TRAILBLAZING BANDANA	DEFENCE +5	28
BOW TIE	DEFENCE +2	33



Either after collecting 20 of your friends' dreams or after completing the game, zoom to Suite Dreams. Cut through the building and go out the back door. Keep going north into a forest similar to the spot where you found Peggy Sue. Follow the path to the right to find the liquid metal slime. When you get close, he flees. Follow him around the trees in a counter-clockwise motion. After he flees from the party for the fourth time, a guy offers to help in his capture. Continue around the trees where your new partner cuts the slime off, forcing the slime to run to the far corner. Talk to the man and then the two of you proceed to capture the slime. The slime takes a shine to your party so the guy lets you keep him—as long as you call him Mercury.

A skilled spellcaster and a superb survivalist, Mercury is a slime that can't easily be beaten. He's usually the first to go on a given round, making him a good healer or general spellcaster. His resistance to damage counters his paltry sum of HP. All in all, he's a fun slime to keep in the party, especially for fights with massive enemy spells that deal area-of-effect damage.



ATTRIBUTE PROGRESSION

ATTRIBUTE	LEVEL 1	LEVEL 3	LEVEL 8	LEVEL 16
HP	7	12	25	60
MP	30	70	198	500
STRENGTH	61	69	97	250
AGILITY	150	175	204	500
RESILIENCE	500	500	500	500
WISDOM	15	30	48	90
STYLE	50	51	61	70

INNATE SPELLS AND ABILITIES

SPELL/ABILITY	WHEN LEARNED
SIZZ	ALREADY KNOWN
KACLANG	LEVEL 3
ZOOM	LEVEL 5
MAGIC BURST	LEVEL 7
BIG BANGA	LEVEL 14

USABLE EQUIPMENT

WEAPONS

WEAPON	ATTACK	STYLE
OAKEN CLUB	9	5
COPPER SWORD	13	9
STEEL BROADSWORD	33	16
CAUTERY SWORD	42	23
PLATINUM SWORD	60	45
DREAM BLADE	65	28
FALCON BLADE	67	32-60
ZOMBIESBANE	80	5-62
FIRE BLADE	87	33-36
MASSACRE SWORD	95	15
SUNDBOLT BLADE	95	40-65
DRAGONSANE	95	35-55
MIRACLE SWORD	100	38-51
BLIZZARD BLADE	105	38
METAL KING SWORD	130	40
BRONZE KNIFE	12	8
POISON MOTH KNIFE	24	13
STONE AXE	19	4
CHAIN WHIP	28	18
CHAIN SICKLE	27	13
FLAIL OF DESTRUCTION	125	26-68
GREAT BOW	110	25-65

ARMOUR

ARMOUR	DEFENCE	STYLE
PLAIN CLOTHES	4	2
WAYFARER'S CLOTHES	7	6
LEATHER ARMOUR	11	15
SCALE ARMOUR	15	9
CHAIN MAIL	19	23
BRONZE ARMOUR	21	12
IRON CUIRASS	23	4
IRON ARMOUR	25	19
FULL PLATE ARMOUR	30	27-42
SILVER CUIRASS	36	30
SILVER MAIL	43	40-70
HEAVY ARMOUR	50	-30-43
MAGIC ARMOUR	50	38-61
SPIKED ARMOUR	55	15
DRAGON MAIL	60	37-72
PLATINUM MAIL	66	51
FLAME ARMOUR	70	33-55
HELA'S ARMOUR	85	12
ARMOUR OF MAX WYNNE	90	17-66
GIGANT ARMOUR	92	15-77
MIRROR ARMOUR	95	50
METAL KING ARMOUR	115	45

SHIELDS

SHIELD	DEFENCE	STYLE
LEATHER SHIELD	4	2
SCALE SHIELD	7	4
BRONZE SHIELD	11	7
IRON SHIELD	16	12
PLATINUM SHIELD	25	40
DRAGON SHIELD	30	25-47
OGRE SHIELD	48-65	-10-50
SHIELD OF MAX WYNNE	60	8-42
RUINOUS SHIELD	62	5
METAL KING SHIELD	70	40

HELMETS

HELMET	DEFENCE	STYLE
IRON HELMET	16	15-26
IRON MASK	25	-10-35
PLATINUM HEADGEAR	38	42
THINKING CAP	40	21
GREAT HELM	50	30-47
HELMET OF MAX WYNNE	55	15-40
METAL KING HELM	70	38

ACCESSORIES

ACCESSORY	ATTRIBUTES	STYLE
GOLD RING	DEFENCE +5	5
GOSPEL RING	DEFENCE +15	30
GOLD BRACER	DEFENCE +15	20
KERPLUNK BRACER	DEFENCE +10	25
KAMIKAZEE BRACER	-	10
METEORITE BRACER	AGILITY X2	15
TRAILBLAZING BANDANA	DEFENCE +5	28
BOW TIE	DEFENCE +2	33

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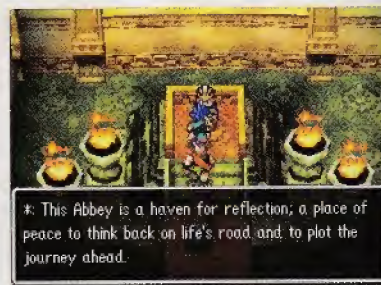
STORY
&
CHARACTERS

TIRED? WORN OUT? TAKE A VOCATION!

Dragon Quest games rarely force you to use a specific party or even to play characters in any given way. You decide whether characters become heavy melee fighters, spellcasters or healers. *Dragon Quest VI: Realms of Revelation* follows this trend, allowing every party member to learn abilities from multiple vocations.

At a certain point in the story, you are allowed to reach an intact version of the Alltrades Abbey. This is where your party members go to learn and switch their vocations.

This chapter explains more about the mechanics of the vocational system. Afterward, each of the vocations is discussed, including the two restricted jobs, and talk about their abilities, strengths and weaknesses.



HOW IT WORKS

The abbot of Alltrades Abbey can assign any available vocation to a character without substantial delay. Just walk up and tell the abbot what the person wants to be. This does not hurt your acquired experience or levels in any way.

You can swap vocations back and forth and everything that you gained in a vocation is learned forever. You can't lose ranks in an existing job, nor do you lose any of the spells or abilities you learn from it.

Warrior	Strength	162	+	133
Marital Artist	Agility	243	+	259
Mage	Resilience	94	+	65
Priest	Wisdom	213	+	167
Dancer	Style	366	+	282
Thief	Attack	222	+	193
Monster Master	Defence	233	+	284
Merchant	Maximum HP	388	+	349
Gadabout	Maximum MP	320	+	132
	Mastery Level			
	1 / 2			

Change to which vocation?

Gladiator	Strength	247	+	278
Paladin	Agility	129	+	124
	Resilience	183	+	113
	Wisdom	182	+	71
	Style	191	+	181
	Attack	397	+	428
	Defence	328	+	338
	Maximum HP	547	+	656
	Maximum MP	165	+	99
	Mastery Level			
	2 / 2			

Change to which vocation?

As such, a character who takes priest as a vocation can learn more about healing magic and protective augmentations. If the character then switches to warrior, they'll be a warrior with Heal, Poof, Squelch and so on.

While using any vocation, your character will have their attributes modified by fixed percentages. For instance, a warrior has their base HP and strength raised by 10% just for being a warrior at that given moment. However, they lose MP, agility and wisdom. That's the tradeoff.

Pretty much all vocations have a tradeoff, but the hybrid and restricted vocations have far more benefits and fewer negative traits.

THREE TYPES OF JOBS TO CHOOSE FROM

Nine of the vocations are available from the beginning: warriors, martial artists, mages, priests, dancers, thieves, monster masters, merchants and gadabouts. You don't need to do anything special before taking these roles.

The next seven jobs are called hybrid vocations.

You can't take them until the character in question has

mastered a certain number of prerequisite base jobs. For example, a character can only become a gladiator after taking warrior *and* martial artist to rank eight.



Unlocking a hybrid vocation with one character will not grant access to that new job for anyone else.



Finally, there are two restricted vocations. Unless a character starts as one of these, they won't be

able to choose that job without a special item. The dragon vocation requires the Dragonic Diligence scroll. Several of them can be found over the course of your normal adventures. The liquid metal slime vocation requires the Liquid Metal Mind scroll. That can only be found after your party has beaten the main game.

VOCATIONS (ABILITIES AND ATTRIBUTE MODIFIERS)

WARRIOR

VOCATION BENEFIT	INCREASED STRENGTH AND HP
MASTERY SPEED	VERY FAST (150 BATTLES TO MASTER)
PRIMARY FUNCTION	MELEE DAMAGE

ABILITY CHART

RANK	ABILITY GAINED
1	N/A
2	FOCUS STRENGTH
3	NOTHING
4	DOUBLE-EDGED SLASH
5	MERCURIAL THRUST
6	FRENZY
7	FALCON SLASH
8/MASTERY	HATCHET MAN

ATTRIBUTE TABLES

HP	+10%
MP	-60%
STRENGTH	+10%
AGILITY	-35%
RESILIENCE	NO CHANGE
WISDOM	-30%
STYLE	NO CHANGE

DESCRIPTION

A master of weapons-based combat, able to learn a variety of cutting-edge sword abilities.

Warriors are slow melee attackers that often have their turns late in a combat round. Their overall damage is high and this only stands to improve if they eventually move on toward the gladiator vocation.

Though the penalties to MP and wisdom are substantial, it is rarely much of an issue. Warriors have many abilities that cost nothing, so the only problem is when they use spells from other classes.

This is a good vocation for the heroes Carver and Amos.



HOW TO PLAY THIS CLASS

Equip heavy weapons and the best armour you can afford. When trying to down single targets, use Falcon Slash for safe damage. Another fun trick for high damage on round two is to choose Focus Strength on round one while someone else Oomphs your character. When they let loose on round two, the damage is quite high.

VOCATIONS

Double-Edged Slash costs health with each attack, but it's a terrific move when combined with weapons that steal health during each attack. It also works well in synch with armour that heals at the end of each combat round.



Hatchet Man is a godly ability for hunting metal slimes and their cousins. Even though it misses a fair amount of the time, any single hit should score a killing blow. This is also a great ability against enemies with especially high Buff spells.

Frenzy is a situational ability. It's often worthless because of its chance to strike an

ally instead of an enemy. However, if you are down to your last character (or if you are soloing) it's a gem. That is a rare condition, but it's worth considering just in case that ever happens.

MARTIAL ARTIST

VOCATION BENEFIT	INCREASED AGILITY AND LIKELIHOOD OF LANDING CRITICAL HITS
MASTERY SPEED	NORMAL (200 BATTLES TO MASTER)
PRIMARY FUNCTION	FAST MELEE FIGHTER

ABILITY CHART

RANK	ABILITY GAINED
1	LEG SWEEP
2	ROUNDHOUSE KICK
3	WIND SICKLES
4	DODGY DANCE
5	KNUCKLE SANDWICH
6	PRESSURE POINTER
7	HEAVE-HO
8/MASTERY	MULTIFISTS

ATTRIBUTE TABLES

HP	NO CHANGE
MP	-50%
STRENGTH	NO CHANGE
AGILITY	+15%
RESILIENCE	-10%
WISDOM	NO CHANGE
STYLE	NO CHANGE

DESCRIPTION

A fighter well versed in hand-to-hand techniques that turn hands and feet into lethal weapons.

This vocation has some overlap with warriors but focuses on different types of melee fighting. Warriors are superior damage dealers for single targets. Martial artists do well enough there, but they can't put out quite as much direct damage that way.

They have more options for area-of-effect attacks and their bonus critical rate gives them occasional damage bursts that are quite impressive.

Diminished resilience and a lack of the warrior HP bonus means that characters in this vocation can not survive as easily, unless they're actively using abilities like Dodgy Dance. They're still well above spellcasters and support classes.



HOW TO PLAY THIS CLASS

Pressure Pointer and Heave-Ho are a couple of "Hail Mary" abilities that you probably won't use unless you run into a wandering encounter with an especially troublesome enemy that



you'd like to get out of the way. Highly defensive targets, like the various turtles, are a good choice for these attacks. Otherwise, these two abilities don't get much use.



Leg Sweep is a mild crowd control ability. Your martial artist can try to knock a target down, sacrificing your attack round to prevent someone else's.

Roundhouse Kick is good. With it you can hit an entire group for decent damage (without spending any MP). It also doesn't take long to learn this attack, so it's a must-have for any melee damage dealers.

Dodgy Dance is a defensive power. It's almost never needed in a random encounter and often has questionable value in boss fights because your healers are taking care of damage issues.

Multifists is a fair ability for this vocation. Although it won't benefit heavily from Oomph, the attack is still a good way to provide strong baseline damage against single targets. It's also a decent way to attack metal targets, assuming that you don't have Hatchet Man or Metal Slash from other vocations.

With these abilities, your martial artist should attack early in a round and attempt to disable or weaken the most annoying enemies. Try to target creatures that can using sleep- and paralysis-inducing abilities or are capable of area-of-effect damage. Leave the high-health sluggers for the warriors to bring down.

MAGE

VOCATION BENEFIT	INCREASED MP
MASTERY SPEED	NORMAL (180 BATTLES TO MASTER)
PRIMARY FUNCTION	AREA-OF-EFFECT DAMAGE

ABILITY CHART

RANK	ABILITY GAINED
1	FRIZZLE, SNOOZE
2	SIZZ, DAZZLE
3	SIZZLE, ZOOM
4	FUDDLE, KASAP
5	BOOM, EVAC
6	CRACKLE, DRAIN MAGIC
7	KASNNOOZE
8/MASTERY	KASIZZLE, BOUNCE

ATTRIBUTE TABLES

HP	-40%
MP	+10%
STRENGTH	-40%
AGILITY	-5%
RESILIENCE	-40%
WISDOM	+20%
STYLE	NO CHANGE

DESCRIPTION

A magic user who is able to master a wealth of attack magic.

Mages are one of the worst vocations in terms of their attributes. This is a job that you should join, learn its spells, and then ditch once you've learned what you need. Zoom and Evac are highly useful, but they are automatically learned by your party



members Milly and Ashlynn. As such, this is more of a job for players who want some area-of-effect damage potential.

It's also a prerequisite for the sage vocation and that's really all that a mage should aspire to be. Sages are so powerful that all long-term spellcasters should be focused on taking priest and mage to the point of mastery to open this class. It's that simple.

HOW TO PLAY THIS CLASS

Bring mages into combat when there are especially large battles with enemies. These spellcasters aren't good in boss fights, but they can clear big encounters with just a spell or two.

Boom is a great spell for mid-game because it hits all enemies in all groups. When that isn't needed, just use your most recent attack spell to lay down the pain.

Don't spend too much time with Drain Magic.

A carefully prepared group shouldn't have to siphon MP from enemies, and the process is time consuming. It also allows the targets to attack your group, placing a higher burden on the healers.



When you *really* need to steal magic, have the mage Drain Magic while all other party members kill all rival creatures. When only the target of the draining remains, have the other characters switch to disabling attacks to keep the enemy asleep, knocked off their feet, or whatever else prevents their attacks.

Once you master mage, switch to priest, warrior, or sage. Warrior grants you access to the armamentalist vocation, which is much more fun. Priest opens access to the sage vocation and you may want to pursue this powerful option.

PRIEST

VOCATION BENEFIT	INCREASED MP
MASTERY SPEED	FAST (150 BATTLES TO MASTER)
PRIMARY FUNCTION	HEALING AND DEFENSIVE AUGMENTATION

ABILITY CHART

RANK	ABILITY GAINED
1	HEAL, POOF
2	SQUELCH, WOOSH
3	BUFF, FIZZLE
4	MIDHEAL, TINGLE
5	WHACK, KABUFF
6	SWOOSH
7	FULLHEAL, THWACK
8/MASTERY	ZING

ATTRIBUTE TABLES

HP	-20%
MP	NO CHANGE
STRENGTH	-20%
AGILITY	-10%
RESILIENCE	-30%
WISDOM	+10%
STYLE	NO CHANGE

DESCRIPTION

A priest in the service of the Goddess, able to heal allies and cast protective spells.

Priests, and later their successors (sages), are a critical part of any party that wishes to beat the tougher bosses in the game. Early battles require little more than medicinal herbs or Heal spells but Midheal, Fullheal, and eventually the sage



spell Multiheal soon become staples in any serious fight. Without these, you cannot comfortably beat many tougher enemies.

Because mastery of the priest vocation is required to unlock the sage vocation, almost every spellcaster should spend time as a priest.

Nevan is perfectly suited to life as a priest, as is Healie.

HOW TO PLAY THIS CLASS

Priests spend most of their rounds healing, augmenting the party's defense, or curing some type of ailment. Their offensive options are limited, but they can do some damage and have the potential to kill an enemy outright.

Heal, Midheal, and Fullheal are single-target restorative spells. Midheal is the least efficient of these, but it still can be used a

fair amount during the mid-levels, when characters don't have enough HP to warrant a Fullheal.



Squelch cures poison and envenom. Both of these states are quite detrimental to your characters, especially envenom. Tingle cures paralysis, a state that kills the party if all of its members become affected.

Zing is the first-tier resurrection spell. Even though it fails at least half the time, it's still a great way to save money and avoid problems during dungeon runs. Instead of taking a party member back to a church, Zing them until they return to life. If you must, rest at an inn to restore MP and then continue to Zing. This is *much* cheaper than having the church do the work.

Whack and Thwack are the instant death spells. They don't usually have too high a chance of working, but Whack is still useful against enemies with extremely high health. Thwack is good against groups, because even one free kill often pays for itself. Any more than that is gravy.

Kabuff is the best defensive spell for early bosses and it isn't too bad to use later on either. This raises the party's survivability by a considerable margin. Use the spell once or twice in a boss encounter, especially if the enemy relies on heavy physical damage!

DANCER

VOCATION BENEFIT	CAN EASILY DODGE ENEMY ATTACKS
MASTERY SPEED	EXTREMELY FAST (120 BATTLES TO MASTER)
PRIMARY FUNCTION	MITIGATE ENEMY ATTACKS

ABILITY CHART

RANK	ABILITY GAINED
1	SULTRY DANCE
2	DODGY DANCE
3	WEIRD DANCE
4	FUDDLE DANCE
5	COP OUT
6	BAN DANCE
7	TAP DANCE
8/MASTERY	DEATH DANCE

ATTRIBUTE TABLES

HP	-30%
MP	-20%
STRENGTH	-30%
AGILITY	+30%
RESILIENCE	-40%
WISDOM	NO CHANGE
STYLE	+10%

DESCRIPTION

A mover and shaker, master of body gyrations that can help allies and throw the enemy into disorder.

This vocation allows a character to use crowd control abilities against enemies, even if they have a low count of MP at the time. It's an awful choice for raw damage



output, but this probably isn't a long-term vocation choice. Instead, characters should take it to learn the abilities that pave the way to the luminary vocation down the road. That vocation has far better stats and even more moves to frustrate your enemies.

HOW TO PLAY THIS CLASS

Dancers should not be put into frontline combat often. Their higher dodge rate is certainly nice, but their painfully low resilience serves to make their lives a bit more dangerous when their luck runs out.



Instead, this is a good vocation to use for a secondary character—someone who can stay back in the caravan. They'll still gain ranks and levels and can be brought into combat if you need a sudden piece of crowd control.



One perk that players forget about is that dancers can help you win the Best-Dressed Contest. Characters in this vocation gain a 10% boost to their style rating. As such, someone trying to make the grade for the contest can become a dancer for a short amount of time! This role is eventually replaced by the luminary vocation.

THIEF

VOCATION BENEFIT	CAN SOMETIMES STEAL ITEMS FROM ENEMIES AFTER BATTLE
MASTERY SPEED	VERY FAST (140 BATTLES TO MASTER)
PRIMARY FUNCTION	GRAB EXTRA LOOT

ABILITY CHART

RANK	ABILITY GAINED
1	SANDSTORM
2	EYE FOR DISTANCE
3	STONE'S THROW
4	SHOVE
5	STOREYTELLER
6	PADFOOT
7	NOSE FOR TREASURE
8/MASTERY	SNOOP

ATTRIBUTE TABLES

HP	-10%
MP	-40%
STRENGTH	-10%
AGILITY	+20%
RESILIENCE	-30%
WISDOM	-10%
STYLE	-20%

DESCRIPTION

A nimble sneak who attacks with speed rather than strength. Able to learn stealing abilities.

Thieves are important for their abilities. With almost worthless stats, they're another vocation to take quickly, learn what you can, and ditch the vocation afterward. If you like the ability to get extra items after battle, you can keep a thief in the back line.



These characters aren't all that tough, learn almost no direct attacks and aren't all that great at killing or crippling enemies. Their abilities are focused on helping the party find treasure, and new locations around the world.

HOW TO PLAY THIS CLASS

Sandstorm is a basic blinding attack. It lowers enemy accuracy, but it's rarely worth the time to use it. Other characters have better crowd control with just as little cost or time invested. Stone's Throw is a more aggressive option. Use this to soften groups if you need to send your thief into direct combat.

3

VOCATIONS

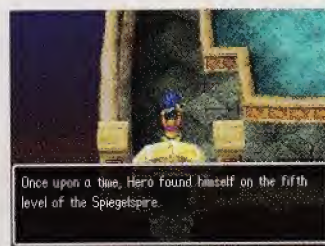
Shove is an attack that pushes an enemy out of combat. Reserve this for times when a particular enemy is frustrating to fight. The target won't be killed, but at least they won't keep frustrating you if it succeeds. High-defense enemies or disruptive spellcasters are the best targets.



Eye for Distance lets you locate various settlements and places of importance in the wilderness. Use it when you need guidance on the world map.



Storeyteller reports your party's current position in an area (the floor and name of the dungeon).



Padfoot reduces the chance of random encounters. If you're trying to rush to a boss without using MP, then it's a good ability to pick up. Anyone who learns Padfoot and Whistle can become an ideal member for helping the group control the encounter rate.



Nose for Treasure tells you how many chests are on the current floor of your region. Turn on Snoop to look for hidden items while exploring.

MONSTER MASTER

VOCATION BENEFIT	CAN SOMETIMES PUT MONSTERS TO SLEEP OR CAUSE THEM TO FLEE BEFORE BATTLE
MASTERY SPEED	FAST (165 BATTLES TO MASTER)
PRIMARY FUNCTION	DISRUPT ENEMIES

ABILITY CHART

RANK	ABILITY GAINED
1	NOTHING
2	SWEET BREATH
3	POISON BREATH
4	TONGUE BASHING
5	COOL BREATH
6	FLAME BREATH
7	BURNING BREATH
8/MASTERY	PUFFI

ATTRIBUTE TABLES

HP	-20%
MP	-30%
STRENGTH	-15%
AGILITY	NO CHANGE
RESILIENCE	-20%
WISDOM	NO CHANGE
STYLE	NO CHANGE

DESCRIPTION

A master of monsters, able to commune with them and thus wield their abilities.

Monster master is almost purely a crowd control vocation. They have a couple of attack abilities, but their real strength is in the volume of disabling attacks they receive. Your character will be able to put enemies to sleep, poison them, paralyze them, or make them cower in fear. Learn these abilities and take them into a spellcasting role later on to save on MP while also retaining the option to cripple targets on a consistent basis.

This vocation is needed if you want to try out the ranger vocation later on.



HOW TO PLAY THIS CLASS

Monster masters are another one of the classes that you take, learn, and leave. The abilities are useful, but they still retain all of their utility even after you switch to something more versatile or more combative.



Sweet Breath is a sleep attack. It puts enemies down, sometimes for multiple rounds. You can't trust that it is always going to work,

but it's a great option for something that you learn so quickly.

Poison Breath is almost never good against weaker enemies. It's only worth trying against targets that are strong enough to last multiple rounds. Many of those are resistant to the poison so it's kind of a catch-22.

Tongue Bashing is a crowd control ability that seems to work more often than Sweet Breath though you must keep using it each round to maintain its effect. The target is briefly disabled and rendered defenseless, making it easier for other characters to wail on them.

Cool Breath and Flame Breath are area-of-effect damage attacks. They don't do much damage but they're free.

You might think that Burning Breath is an area-of-effect damage attack as well but it's another form of crowd control. This functions an advanced form of Sweet Breath, except that the effect is paralysis. Monsters hit by this are pretty much out of the fight.



Puff! transforms your character into a dragon causing you to lose control of the person as they make random attacks each round for the remainder of the battle.

This might lead to single-target attacks, area-of-effect blasts and so forth. It's a dicey ability because you might want to use an item on that character or change what they're doing.

MERCHANT

VOCATION BENEFIT	EARNs MORE GOLD AFTER BATTLE
MASTERY SPEED	VERY FAST (130 BATTLES TO MASTER)
PRIMARY FUNCTION	PARTY SUPPORT AND GOLD ACCRUAL

ABILITY CHART

RANK	ABILITY GAINED
1	PEEP
2	MUSTER STRENGTH
3	DIG
4	WEIRD DANCE
5	WAR CRY
6	BODY SLAM
7	SERVICE CALL
8/MASTERY	CALL TO ARMS

ATTRIBUTE TABLES

HP	NO CHANGE
MP	-50%
STRENGTH	-5%
AGILITY	-40%
RESILIENCE	-20%
WISDOM	+20%
STYLE	-20%

DESCRIPTION

A savvy peddler gifted in appraising items and amassing funds who can summon certain things too.

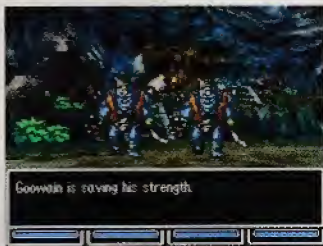
Merchants are good to have in the extended party when you'd like to farm Gold for a while. Their bonus isn't extreme but it's pretty much free. As long as you don't hit Call to Arms, they pay for themselves perfectly well.

To unlock the ranger vocation you have to master this vocation.



HOW TO PLAY THIS CLASS

Merchants are more survivable than some of the other peripheral vocations. Though still not a major frontliner, they can come forward periodically without being in too much danger and their melee output is tepid but adequate.



Peep lets you look into a treasure chest before opening it. This would help a group avoid mimics and other "false" chests of loot but you should not do that. Many of the monster chests/pots have loot of their own so avoiding them is a bad move in the long run.

Muster Strength lets you give up your current round in the hope of doing far more damage on the next turn.

Dig scratches in the dirt, looking for buried loot.

Weird Dance lowers the enemy's MP. It's only useful if you're facing a creature with low MP and especially dangerous spells. An example of this would be mimics and urnexpecteds. These types of creatures often use death magic to instantly kill your characters.

War Cry is a reliable one-turn crowd control ability. It attempts to freeze enemies in fear, allowing the rest of the group to get free attacks. It has a fairly high success rate.

Body Slam sacrifices the character to deal a high-end attack on an enemy.



Service call randomly summons an innkeeper, travelling priest, or one of four shopkeepers.

Call to Arms is an area-of-effect damage attack. It's not especially high strength but it's instant and doesn't cost any MP. However, it costs a substantial sum of money, especially if you're high level.

GADABOUT

VOCATION BENEFIT	ADDITIONAL LUCKY DIP EFFECTS BASED ON MASTERY LEVEL
MASTERY SPEED	FAST (155 BATTLES TO MASTER)
PRIMARY FUNCTION	A BIT OF EVERYTHING

ABILITY CHART

RANK	ABILITY GAINED
1	LUCKY DIP
2	WHISTLE
3	TONGUE LASHING
4	PUFF-PUFF
5	NAP
6	TONGUE BASHING
7	FOLLOW SUIT
8/MASTERY	HOCUS POCUS

ATTRIBUTE TABLES

HP	-30%
MP	-40%
STRENGTH	-30%
AGILITY	-30%
RESILIENCE	-40%
WISDOM	-20%
STYLE	+5%

DESCRIPTION

A jokester whose main business is pleasure. Loves to goof off, but can occasionally be helpful.

Gadabouts are much more important and effective than you might think. A few of their abilities are quite useful, including Whistle, a power-leveling masterpiece. Beyond that, they're fun to use.

Master this vocation, along with dancer, to unlock the luminary vocation.



HOW TO PLAY THIS CLASS

Because of their dismal stats, most gadabouts are used temporarily to learn abilities. Afterward, people switch to a more powerful job but continue to use some of the awesome toys they picked up.



Lucky Dip has a number of random effects; spin the wheel, if you like. This is a fun one to try against metal targets. Due to their fun-loving nature, gadabouts will sometimes use lucky dip whether you ask them to or not.

Whistle triggers an immediate random encounter as long as you are in an appropriate area. It's the single best ability for power leveling and at least one of your dedicated party members should get it as soon as possible. It takes little time to acquire.

Tongue Lashing is a modest crowd control ability. It disables monsters briefly and you can cast it every round to try and keep the targets down.



Puff-Puff is... It's... Just try it if you'd like to hit a single target with a crowd control effect that'll take them out of action for a while.



Map puts the character to sleep, allowing them to regain HP and MP while the party walks around. They can still be called upon to cast out of combat spells so it's an amazing ability for backup healers. It's even great for mainline characters so long as you replace them with a backup person or accept that they'll miss a round or two of combat while they're getting back up to speed.

Tongue Bashing is similar to Tongue Lashing but the victim is more exposed while the effect is active.

Follow Suit is a retributive strike best used against aggressive enemies that have been hitting the party hard.

Hocus Pocus is another random effect ability. This one has higher stakes so it's hard to work into your strategy for a major fight. Use it when you're extremely confident of victory and want to have fun or if things are going so badly and you're willing to try anything.

GLADIATOR

REQUIRES MASTERY OF WARRIOR AND MARTIAL ARTIST

VOCATION BENEFIT	CAN SOMETIMES BRUSH OFF ENEMY ATTACKS
MASTERY SPEED	VERY SLOW (250 BATTLES TO MASTER)
PRIMARY FUNCTION	EXTREME MELEE DAMAGE

ABILITY CHART

RANK	ABILITY GAINED
1	GUST SLASH
2	UNDEAD UNDOER
3	COP OUT
4	MULTISLICE
5	FLYING KNEE
6	DRAGON SLASH
7	BOULDER TOSS
8 / MASTERY	METAL SLASH AND +20 STRENGTH AS A GLADIATOR

ATTRIBUTE TABLES

HP	+20%
MP	-40%
STRENGTH	+15%
AGILITY	+10%
RESILIENCE	+10%
WISDOM	-20%
STYLE	NO CHANGE

DESCRIPTION

A master of powerful combat abilities rooted in warrior and martial artist traditions.

Frontline characters like Carver excel at the gladiator vocation. Using this job's attribute bonuses, a melee person can deal far more damage. The special attacks you learn are just icing, because the extra HP and strength are all that's needed to make the vocation viable.



Beyond that, gladiators survive when few others would. Their ability to shrug off attacks comes up quite frequently, reducing

the burden on party healers and extending the amount of time the character can dish out damage without having to hold back.

HOW TO PLAY THIS CLASS

Gladiators go into your main combat party and kick enemy rump from here to Sunday. They're some of the best frontliners in the game, being rivaled only by heroes and dragons for most types of fighting.

Gladiators are useful in both clearing random encounters and pulling down bosses.



Gust Slash hits a single target for increased damage. It doesn't work well on enemies that have high magical resistance but otherwise it's quite nice.

Undead Undoer does bonus damage against undead. It's quite clear when you should be using it!

Cop Out randomly pushes an enemy attack onto a different ally or onto an enemy. It's a moderate technique for mitigating damage some of the time. That said, there are usually better options that can disable or kill a target instead.

Multislice hits all enemies for moderate damage. It's a good ability for softening targets in the first round of a random encounter.

Flying Knee is a decent single-target damage attack. It doesn't have many frills but it combines well with a high-attack character that has been Oomphed.

Dragon Slash breaks through high-defense targets and still does decent damage to the foe. It's situational but useful to have.

There aren't too many "dragon" types of enemies in the game so you'll often use a different attack.



Boulder Toss is an area-of-effect damage attack. Certain types of enemies dodge it almost every time so this isn't as reliable as Multislice.



Metal Slash does reliable damage against metal targets. Hatchet Man is usually the faster killer but someone with bad luck on criticals who'd prefer to hack them down over time can use this instead.

ARMAMENTALIST

REQUIRES MASTERY OF WARRIOR AND MAGE

VOCATION BENEFIT	GREATLY INCREASED STRENGTH AND MP
MASTERY SPEED	SLOW (240 BATTLES TO MASTER)
PRIMARY FUNCTION	SOME MELEE DAMAGE WITH HIGH TIER SPELLS

ABILITY CHART

RANK	ABILITY GAINED
1	FLAME SLASH
2	OOMPH
3	LIGHTNING SLASH
4	BOUND
5	KACRACKLE SLASH
6	BAZOOM
7	MAGMA BLAST
8/MASTERY	KAFRIZZLE AND +20 MP AS AN ARMAMENTALIST

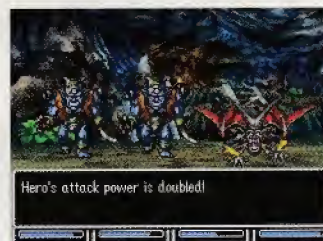
ATTRIBUTE TABLES

HP	-10%
MP	+10%
STRENGTH	+5%
AGILITY	-10%
RESILIENCE	-15%
WISDOM	NO CHANGE
STYLE	NO CHANGE

DESCRIPTION

An adept able to wield abilities that combine a warrior's moves with a mage's powers.

Armamentalist water down some of the direct attack power of a warrior but add in a considerable number of magical benefits. Their Oomph spell is a massive augmentation of physical damage and their area-of-effect spells knock groups down at high speed.



This is a perfect ending for a former mage who wants to jump in, take down hoards of enemies and stay involved while mopping up the remnants. Rather than turning your key melee people into armamentalist, have your area-of-effect spellcasters take the plunge.

HOW TO PLAY THIS CLASS

Armamentalist Oomph allies (or themselves) and use melee to destroy bosses or powerful single targets. In fights with more enemies, they turn to their area-of-effect spells instead. Because of this, there are few times when an armamentalist won't be useful. They're versatile, strong on defense and are fun to play.



As for their abilities, Flame, Lightning and Kacrackle Slash are all ways to inflict elemental damage on targets using a melee strike. This allows for high single-target damage and it helps tremendously if you're facing Buffed enemies or creatures with a resistance to physical strikes.

Oomph is a damage augmentation spell. It roughly doubles the melee damage output of the affected character. Used correctly, the spell pays for itself in a single round, especially if you cast it on a slow character that does more damage than anyone else in the party. This is the #1 spell to help out in boss fights. You should even cast it on your lead damage dealer in boss fights that periodically disrupt magic. It's worth recasting.

Bound reflects a single magical spell. If you know that a particularly troublesome spell is inbound, that can



be worthwhile. Most of the time it's more of a backseat ability compared with the class' direct damage.



Bazoom throws monsters out of combat. It's funny to watch but it sometimes has a hard time staying on target.

Magma Blast does moderate damage against all of your opponents. It's a decent upgrade to Boom.

Kacrizzle is an anti-boss ability that does higher damage against single targets than spellcasters can usually put out. Be careful of targets that have their own Bounce effects and try not to fry yourself!

PALADIN

REQUIRES MASTERY OF MARTIAL ARTIST AND PRIEST

VOCATION BENEFIT	CAN SOMETIMES STRIKE ENEMY WEAK POINTS
MASTERY SPEED	VERY SLOW (260 BATTLES TO MASTER)
PRIMARY FUNCTION	MELEE COMBAT AND DAMAGE MITIGATION

ABILITY CHART

RANK	ABILITY GAINED
1	SELFLESSNESS
2	THIN AIR
3	DOUBLE UP
4	KASWOOSH
5	MAGIC BARRIER
6	FORBEARANCE
7	KERPLUNK
8/MASTERY	PEARLY GATES AND +20 HP AS A PALADIN

ATTRIBUTE TABLES

HP	NO CHANGE
MP	NO CHANGE
STRENGTH	+10%
AGILITY	+15%
RESILIENCE	NO CHANGE
WISDOM	+15%
STYLE	NO CHANGE

DESCRIPTION

A righteous warrior whose abilities combine martial artist attacks with a priest's protective powers.

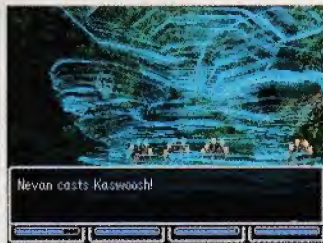
Paladins stay in the main party, dealing melee damage against single targets and light area-of-effect damage in bigger fights. They can protect other party members though this isn't needed as often in *Dragon Quest VI* as in some other titles from the series.



Because paladins maintain high wisdom and reasonable MP, they're a wonderful choice for melee brawlers that also want to act as spellcasters.

HOW TO PLAY THIS CLASS

You can play paladins in many ways. Though they aren't as magic friendly as sages, they're still pretty amazing. You can have a survivable melee attacker that still uses potent healing spells or attack magic learned from another vocation.



So, leave your paladin in the combat party and decide what you want at any given time. Melee attacks? Kabuff work? Area-of-effect output? Whatever you decide, the paladin will do it and do it well. They're a jack-of-all-trades choice.

Selflessness lets the paladin choose another character. If that person is attacked in the next round, the paladin will step in and block the attack (using their own defense and health to absorb the blow). If someone is especially low on health and you can't shift them out of the combat party for a few turns, this is an acceptable option.

Thin Air is an elemental attack that hits enemies in all groups. It's not a high-damage maneuver but you can assist others who are already using area-of-effect attacks.

Double Up lets the character attack before others get to go in a given round. It allows the user to strike with greatly increased damage but their defense is dramatically reduced as well. Cursed equipment that lowers agility but raises defense is a wonderful combination with this ability. Kaswoosh does a sizable amount of damage to a given enemy group.



Magic Barrier lowers the damage of enemy spells. It's a great tool in random encounters with multiple casters or something to use in boss fights, especially if the enemy doesn't have Disruptive Wave.

Forbearance guards an ally from both physical and magical attacks. Its use is similar to Selflessness though it guards the ally from a wider variety of effects.

Kerplunk sacrifices the paladin (taking them to zero health instantly) but revives and heals all other party members. You couldn't ask for a better spell to get out of severe trouble, especially in the end-game boss fights.

Pearly Gates hits all enemy targets in all groups. It does fair damage.

SAGE

REQUIRES MASTERY OF MAGE AND PRIEST

VOCATION BENEFIT	SPELLS COST SLIGHTLY FEWER MP
MASTERY SPEED	VERY SLOW (270 BATTLES TO MASTER)
PRIMARY FUNCTION	SPELLCASTING SUPREMACY

ABILITY CHART

RANK	ABILITY GAINED
1	ABSORB MAGIC
2	INSULATE
3	BAZOOM, DOPPH
4	TIDAL WAVE, SUMMON
5	MULTIHEAL, FISSURE
6	KAZING, KACRACKLE
7	MAGIC BARRIER, KAMIKAZE
8/MASTERY	KABOOM, KATHWACK AND +20 TO MP AS A SAGE

ATTRIBUTE TABLES

HP	-20%
MP	+20%
STRENGTH	-30%
AGILITY	+5%
RESILIENCE	-20%
WISDOM	+20%
STYLE	NO CHANGE

DESCRIPTION

A master of attack and recovery magic. Also able to summon the power of the spirits.

Sages take the best of mage and priest magic and continue to push forward in this aspect of gameplay. They can heal like few others, and their damage output against some types of creatures is quite high. On the whole, you should have at least one sage for your party. It would be even better to have two of them working in concert. This way, you can counter almost any level of enemy damage output.



HOW TO PLAY THIS CLASS

By the time you get to sages, it's possible to have these characters act as out of combat healers during the wandering encounter phase of many dungeons.



Then, when it's time for a boss fight, you swap in one or two sages and have them heal through the worst of the damage. Using a mix of Fullheal and Multiheal, sages make most party members practically unkillable unless a death effect or some type of crowd control is used.

Absorb Magic takes MP from spells that are cast at the user. It isn't often needed, especially if you cast spells conservatively or use the Nap ability from time spent as a gadabout.

Insulate reduces damage from fire and ice attacks. It works especially well if combined with armour and shields that do the same thing. Use this in boss fights as long as Disruptive Wave isn't being cast often.

Bazoom throws monsters out of combat. It's funny to watch but it sometimes has a hard time staying on target.

Domph is a damage augmentation spell. It roughly doubles the melee damage output of the affected character. Used correctly, the spell pays for itself in a single round, especially if you cast it on a slow character that does more damage than anyone else in the party.

Tidal Wave does a large amount of damage to all enemies if it succeeds. There is a chance that this spell won't work when it is cast.

Summon brings a magical ally to assist in the battle.

Multiheal is a game-changing spell that casts a Midheal on every member of the party including non-combat members in the rear lines. Using this, you can heal people that are swapped out and avoiding combat for a couple of rounds. You also counter powerful enemy area-of-effect attacks without needing multiple healers.

Fissure tries to suck enemies into the earth, killing them if it succeeds.

Kazing instantly resurrects a deceased target, bringing them to full health. It has a 100% chance of success, making it infinitely better for combative situations than regular Zing. Even outside of combat it's a far better use of your MP.

Kacrackle is an area-of-effect damage ability. It does a sizable amount of damage and it's much more reliable than spells like Tidal Wave.

Magic Barrier lowers the damage of enemy spells. It's a great tool in random encounters with multiple casters or something to use in boss fights, especially if the enemy doesn't have Disruptive Wave.

Kamikaze kills the user but does a strong amount of damage to the enemies. It's the type of ability you use as a last-ditch maneuver before swapping the dead spellcaster out for a rear line character.

Kaboom is an amazing area-of-effect spell that shreds random encounters.

Kathwack is a death spell that tries to affect every enemy target.



RANGER

REQUIRES MASTERY OF THIEF, MERCHANT AND MONSTER MASTER

VOCATION BENEFIT	CAN EASILY RUN FROM ENEMIES
MASTERY SPEED	NORMAL (200 BATTLES TO MASTER)
PRIMARY FUNCTION	PARTY SUPPORT

ABILITY CHART

RANK	ABILITY GAINED
1	HOLY PROTECTION
2	VENOM MIST
3	SAFE PASSAGE
4	STOMP
5	DAZZLEFLASH
6	DEFENDING CHAMPION
7	PYRE O' FIRE
8/MASTERY	BACKDRAFT AND +20 AGILITY AS A RANGER

ATTRIBUTE TABLES

HP	-10%
MP	-30%
STRENGTH	-10%
AGILITY	+20%
RESILIENCE	-20%
WISDOM	+10%
STYLE	NO CHANGE

DESCRIPTION

A tracker able to control wind, fog, and other natural elements.

Rangers are usually one of the peripheral vocations in *Dragon Quest* games. Though they have useful abilities, it's harder to fit them into your routine (compared with a sage, gladiator, paladin, etc.).

Despite having extremely high requirements, this class is not an end-game vocation. Instead, it's another line that you should run through to grab a few things and then leave for greener pastures.



HOW TO PLAY THIS CLASS

The best way to play a ranger is not to play as a ranger. Get Defending Champion and Backdraft while hiding out in the rear of the party. Then, when you switch to a hero or paladin, use abilities like these to keep the group safe. Ranger abilities are good but these characters get torn up pretty badly when they try to hold the spotlight.

Holy Protection avoids random encounters with low-level enemies. This is a good time saver when you're trying to rush through previous areas to explore.

The fights wouldn't be worth much Gold or experience anyway so skipping them is a good thing.



Venom Mist does damage to all enemies and attempts to poison them as well. Poison, by itself, isn't worth much time. However, this ability does enough base damage that it's worthwhile in bigger fights.



Safe Passage lets your party walk over marsh tiles, lava and other traps without taking damage. Though you don't take too much from these

squares anyway, it's still nice to avoid the hassle of having to heal afterward.

Stomp does a moderate amount of damage to all enemies.

Dazzleflash attempts to blind all targets and reduce their accuracy in melee combat. It has little utility for many encounters because high-power melee enemies (i.e., bosses) are often immune to its effect. Save this for fights against random monsters that deal extremely high damage.



Defending Champion allows the character to protect the entire party for that round.

Pyre o' Fire does higher damage to a single target. It's a basic damage spell.

Backdraft reflects fire- and ice-based breath attacks. Use this to stop enemy spellcasters that use heavy area-of-effect attacks against your party. Not only will you save time healing later but the damage being reflected shortens the encounters!

LUMINARY

REQUIRES MASTERY OF DANCER AND GADABOUT

VOCATION BENEFIT	CAN SOMETIMES CAPTURE THE ATTENTION OF ENEMIES, FREEZING THEM IN PLACE
MASTERY SPEED	SLOW (220 BATTLES TO MASTER)
PRIMARY FUNCTION	DISABLE ENEMIES AND SAVE ALLIES

ABILITY CHART

RANK	ABILITY GAINED
1	DAZZLEFLASH
2	KACLANG
3	LIGHTNING
4	KERPLUNK DANCE
5	SPOOKY AURA
6	HUSTLE DANCE
7	HARVEST MOON
8/MASTERY	SONG OF SALVATION AND +15 STYLE AS A LUMINARY

ATTRIBUTE TABLES

HP	-20%
MP	-10%
STRENGTH	-20%
AGILITY	-10%
RESILIENCE	-10%
WISDOM	NO CHANGE
STYLE	+15%

DESCRIPTION

A star amongst stars, able to rally allies with a variety of inspiring dances and songs.

Luminaries learn several abilities that are game changing. Much like sages, they can pull the party back from the jaws of defeat and it isn't even that difficult for them. With a mix of crowd control, enemy mitigation

and advanced healing and resurrection, these guys are total team players.

Also, luminaries are even better at the Best-Dressed Contest than dancers. Their innate style bonus eventually combines with a mastery bonus that makes it possible



to win even the highest tiers of the contest with a much lower style score.

HOW TO PLAY THIS CLASS

Use luminaries during long treks away from the comfort of an inn for free healing, through Hustle Dance, Kerplunk Dance, and Song of Salvation. These abilities are universally wonderful.

If you aren't in the Best-Dressed Contest, the luminary doesn't have good enough stats to keep in the combat party for long—master this vocation then switch to something else. Due to the extremely low MP cost of their skillset, this vocation is especially useful for characters such as Ashlynn who use magic burst frequently.

Dazzleflash attempts to blind all targets and reduce their accuracy in melee combat. It has little utility for many encounters because high-power melee enemies (i.e., bosses) are often immune to its effect. Save this for fights against random monsters that deal extremely high damage.

Kaclang turns your entire party into steel, making them immune to pretty much anything. The downside is that they won't get to attack until they soften again. Hit Kaclang after enemies spend their round powering up. You know that the next round will be rough, so why not skip it? Kaclang is cast before any attacks, including Mercurial Strike and Double Up.

Lightning does minor damage to a target.

Kerplunk Dance sacrifices the character to resurrect all fallen allies.

Spooky Aura reduces the magical attack potential of all affected enemies. It's hard to use against bosses.



VOCATIONS

Hustle Dance restores health to all members of the party. Used in conjunction with Multiheal, this can help people recover from even catastrophic area-of-effect damage.

Harvest Moon does damage to all enemy targets.

Song of Salvation revives all fallen allies without having to sacrifice the spellcaster. Be warned: this spell brings the targets back with little health.

HERO

REQUIRES MASTERY OF GLADIATOR, SAGE, LUMINARY AND RANGER

NOTED EXCEPTION: YOUR HERO CAN TAKE THIS AFTER MASTERING ANY SINGLE ONE VOCATION OF THE ABOVE FOUR.

VOCATION BENEFIT	RECOVERS HP EACH TURN (INCREASES WITH HIGHER MASTERY RANKS)
MASTERY SPEED	VERY FAST (150 BATTLES TO MASTER)
PRIMARY FUNCTION	DEAL HIGH DAMAGE

ABILITY CHART

RANK	ABILITY GAINED
1	KACLANG
2	DISRUPTIVE WAVE
3	ZAP
4	KAZAP
5	MEDITATION
6	GIGASLASH
7	LIGHTNING STORM
8/MASTERY	KAZAPPLE AND +40 MP AS A HERO

ATTRIBUTE TABLES

HP	+10%
MP	+10%
STRENGTH	+10%
AGILITY	NO CHANGE
RESILIENCE	NO CHANGE
WISDOM	+15%
STYLE	+15%

DESCRIPTION

A legendary vocation blessed with the power to smite darkness.

Heroes are hard to unlock except with your primary character.

This is fair, because the vocation is one of the most powerful in the game. You end up without any weaknesses and the self-

healing makes a big difference during long encounters.

Heroes also get extremely high damage, whether it's single-target or area-of-effect attacks. They're pretty much perfect.



HOW TO PLAY THIS CLASS

Stay in the combative party and slaughter everything in your path. Heroes won't need as much healing and they can do enough burst damage against single targets to kill even the meanest bosses in the game.



They're superb during the boss fight at the end of the Fungeon since it's a timed battle and you need to pile on damage without healing any more than is necessary.

Kaclang turns your entire party into steel, making them immune to pretty much anything. Unfortunately, they won't get to attack until they soften again. Hit Kaclang after enemies spend their round powering up. Why not skip the next round if you know it's going to be bad? Kaclang is cast before any attacks, including Mercurial Strike and Double Up.

Disruptive Wave rips the magical effects off of the enemies you're facing. Bosses that rely on Buff to make themselves strong against melee should get this as a rapid response. It's also good for exposing enemies that reflect your magic back at you.

Zap does moderate damage to all enemies. By the time most people are heroes, they have better (or cheaper) area-of-effect options.

Kazap does decent damage though it's only to a single enemy group. The real fun doesn't come for a couple more ranks.

Meditation is a self-heal for a considerable amount of health (500 HP). It's essentially a free Fullheal that the hero can use on themselves.

Gigaslash is a boss killer. It does immense single-target damage and few abilities rival it. Use this to beat late-game targets. Its only downside is the relatively high MP cost so save your magic on heroes to ensure that you have plenty left at the end of a dungeon.



Lightning Storm is a high-end area-of-effect spell. It's usually best to save the area-of-effect attacks for your spellcasters and letting the heroes hold back for single targets. Still, this spell looks awesome so it's fun to cast from time to time. This is better if your hero has MP-recovering abilities such as Nap.

Kazapple unites the group to deal lightning damage to a single target. It's not a great option unless the target is well defended. You can normally do more damage separately.



3

DRAGON

REQUIRES THE DRAGONIC DILIGENCE SCROLL

VOCATION BENEFIT	INCREASES THE LIKELIHOOD OF CATCHING ENEMIES OFF-GUARD
MASTERY SPEED	EXTREMELY SLOW (280 BATTLES TO MASTER)
PRIMARY FUNCTION	SUPREME MELEE ABILITY AND AREA-OF-EFFECT ATTACKS

ABILITY CHART

ATTRIBUTE TABLES

RANK	ABILITY GAINED
1	FIRE BREATH
2	COOL BREATH
3	FLAME BREATH
4	CHILLY BREATH
5	INFERNO
6	FREEZING BLIZZARD
7	SCORCH
8/MASTERY	C-C-COLD BREATH AND +20 STRENGTH AS A DRAGON

HP	+30%
MP	-20%
STRENGTH	+20%
AGILITY	-20%
RESILIENCE	+20%
WISDOM	-10%
STYLE	NO CHANGE

DESCRIPTION

A beastly attacker, able to mow down scores of enemies with mighty breath-based abilities.

With only one exception, your characters cannot become dragons without picking up a scroll called Dragonic

Diligence. Once you've found one or more copies of that scroll, give it to the person in question and let them start on their new path.



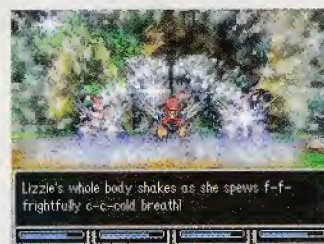
This vocation has free area-of-effect attacks that end up doing high damage. It also has the attributes to enable massive melee potential. Though it's on the weaker side for spellcasting, this vocation is otherwise perfect.

HOW TO PLAY THIS CLASS

Dragons stay in the combative party and kill everything. They're great for random encounters because they can breathe every single round without fail. They then help with boss fights because of their indomitable strength and HP. You can't go wrong.

These breath weapons all function in the same manner.

You breathe, everything takes damage (unless they're immune, which isn't too common). As your character gains new ranks, the breath weapons just get better and better, until finally you have C-C-Cold Breath and get a free, high-end area-of-effect skill.



VOCATIONS

LIQUID METAL SLIME

REQUIRES THE LIQUID METAL MIND SCROLL

VOCATION BENEFIT	HIGHLY RESISTANT TO MAGICAL DAMAGE
MASTERY SPEED	EXTREMELY SLOW (300 BATTLES TO MASTER)
PRIMARY FUNCTION	SURVIVE MAGICAL ONSLAUGHTS

ABILITY CHART

RANK	ABILITY GAINED
1	NOTHING
2	KACLANG
3	NOTHING
4	ZOOM
5	NOTHING
6	MAGIC BURST
7	LIGHTNING STORM
8/MASTERY	BIG BANGA AND BOTH FULL IMMUNITY TO OFFENSIVE MAGIC AND 100 MORE HP AS A LIQUID METAL SLIME

ATTRIBUTE TABLES

HP	-80%
MP	-30%
STRENGTH	-40%
AGILITY	+100%
RESILIENCE	+100%
WISDOM	-20%
STYLE	NO CHANGE

DESCRIPTION

A weak vocation at first, but persistent pupils learn a variety of powerful spells.

Liquid metal slime can't be taken until after you've completed the normal game, except by Mercury. During the late stages of the credits, you see one of the party members going back into a dungeon from much earlier in the story. Watch where they go and then return to that place once you have your character back. Dig in that dungeon to uncover the Liquid Metal Mind, a scroll that allows the bearer to learn the abilities of this vocation.



Polein	Strength	85	64
Luminary	Agility	105	250
→ Liquid Metal Slime	Resilience	54	120
	Wisdom	121	96
	Style	210	280
	Attack	105	164
	Defence	184	260
	Maximum HP	242	60
	Maximum MP	150	110
	Mercury's Level		

2/2

Choose to which vocation?

Milly

HOW TO PLAY THIS CLASS

It's not overly fun to level your vocation but having an extra person with Magic Burst is extremely cool. This spell helps you defeat the optional final boss much more easily. It can cut a turn or two off of your fight and that might be enough to get the special ending!

In addition, you have a character that can master a class that makes them immune to almost everything in the game. They're hard to kill in melee despite their low health and with mastery they learn how to dodge magic.

Kaclang turns your entire party into steel, making them immune to pretty much anything. The downside is that they won't get to attack until they soften again. Hit Kaclang after enemies spend their round powering up. You know that the next round will be rough so why not skip it? Kaclang is cast before any attacks, including Mercurial Strike and Double Up.

Magic Burst uses all of the caster's MP in a single, massive explosion. The damage output is phenomenal, especially at high levels. This is the best way to use a former Luminary during a particularly rough boss fight. Detonate the enemies with a Magic Burst then start dancing!

Lightning Storm is a high-end area-of-effect spell. While the heroes hold back for single targets, dedicated spellcasters will find much use out of this skill. This is better if your hero has MP-recovering abilities such as Nap.

Big Banga does high damage to all enemies. It's the final step on the Boom line of spells.



SPELLS AND ABILITIES

BATTLE SPELLS

FRIZZ

- MP Cost: 2
- Learned by: Ashlynn (Already known)
- Singes a single enemy with a small fireball.

FRIZZLE

- MP Cost: 4
- Learned by: Goober (Already known), Mage (Rank 1)
- Burns a single enemy with a large fireball.

KAFRIZZLE

- MP Cost: 10
- Learned by: Armamentalist (Rank 8)
- Incinerates a single enemy with an enormous fireball.

SIZZ

- MP Cost: 4
- Learned by: Ashlynn (Level 6), Mercury (Already known), Mage (Rank 2)
- Singes a group of enemies with a blazing fire.

SIZZLE

- MP Cost: 6
- Learned by: Ashlynn (Level 16), Goober (Already known), Mage (Rank 3)
- Burns a group of enemies with a blazing wall of fire.

KASIZZLE

- MP Cost: 10
- Learned by: Mage (Rank 8)
- Scorches a group of enemies with blazing hellfire.

CRACK

- MP Cost: 3
- Learned by: Milly (Level 9)
- Pierces a single enemy with razor-sharp icicles.

CRACKLE

- MP Cost: 5
- Learned by: Mage (Rank 6)
- Rips into a group of enemies with sharp icicles.

KACRACKLE

- MP Cost: 12
- Learned by: Sage (Rank 6)
- Lacerates all enemies with a raw volley of rasping ice.

WOOSH

- MP Cost: 2
- Learned by: Nevan (Already known), Priest (Rank 2)
- Slices through a group of enemies with a small whirlwind.

SWOOSH

- MP Cost: 4
- Learned by: Nevan (Level 15), Priest (Rank 6)
- Slices through a group of enemies with a powerful whirlwind.

KASWOOSH

- MP Cost: 8
- Learned by: Paladin (Rank 4)
- Slices through a group of enemies with a ferocious whirlwind.

BANG

- MP Cost: 5
- Learned by: Milly (Level 15)
- Damages all enemies with a small explosion.

BOOM

- MP Cost: 8
- Learned by: Mage (Rank 5)
- Engulfs all enemies in a large explosion.

KABOOM

- MP Cost: 15
- Learned by: Sage (Rank 8)
- Blasts all enemies with an incredibly violent explosion.

ZAP

- MP Cost: 6
- Learned by: The Hero (Prince of Somnia event)
- Calls down lightning on all enemies.

KAZAP

- MP Cost: 15
- Learned by: Hero (Rank 4)
- Calls down powerful thunderbolts on a group of enemies.

KAZAPPLE

- MP Cost: 10
- Learned by: Hero (Rank 8)
- Draws on the party's combined power to zap a single enemy. This requires 10 MP from each party member in battle (you must have four characters in battle with at least 10 MP to use).

WHACK

- MP Cost: 4
- Learned by: Nevan (Level 21), Priest (Rank 5)
- A cursed incantation that sends an enemy to the hereafter.

THWACK

- MP Cost: 7
- Learned by: Priest (Rank 7)
- An incantation that sends a group of enemies to the hereafter.

KATHWACK

- MP Cost: 15
- Learned by: Sage (Rank 8)
- A cursed incantation that sends all enemies to the hereafter.

KAMIKAZEE

- MP Cost: 1
- Learned by: Sage (Rank 8)
- Go out with a bang...and have a blast doing it! This kills off the spellcaster but it has the possibility of taking out all of the enemies. The party does not earn experience for defeating monsters in this manner.

PUFF!

- MP Cost: 18
- Learned by: Monster Master (Rank 8)
- Transform into a fire-breathing dragon. The dragon performs one of the following actions; Flame Breath, Chilly Breath or claw slash.

CROWD CONTROL SPELLS

POOF

- MP Cost: 1
- Learned by: Nevan (Already known), Priest (Rank 1)
- Makes undead souls vanish in a flash of light.

BAZOOM

- MP Cost: 8
- Learned by: Armamentalist (Rank 6), Sage (Rank 3)
- Sends foes flying to a faraway location.

SNOOZE

- MP Cost: 3
- Learned by: Milly (Level 11), Ashlynn (Already known), Goober (Already known), Mage (Rank 1)
- Puts a group of enemies to sleep.

KASNOOZE

- MP Cost: 5
- Learned by: Mage (Rank 7)
- Puts a group of enemies into a deep sleep.

FUDDLE

- MP Cost: 5
- Learned by: Ashlynn (Level 18), Mage (Rank 4)
- Sends a group of enemies into a state of confusion.

DAZZLE

- MP Cost: 5
- Learned by: Milly (Level 6), Ashlynn (Already known), Mage (Rank 2)
- Envelops a group of enemies in illusions.

FIZZLE

- MP Cost: 3
- Learned by: Nevan (Level 11), Priest (Rank 3)
- Prevents the enemy from using magic.

DRAIN MAGIC

- MP Cost: 0
- Learned by: Ashlynn (Level 14), Goowain (Level 3), Mage (Rank 6)
- Steals MP from a single enemy.

SAP

- MP Cost: 3
- Learned by: The Hero (Level 7), Ashlynn (Already known)
- Reduces the defence of a single enemy.

KASAP

- MP Cost: 4
- Learned by: Ashlynn (Level 12), Mage (Rank 4)
- Reduces the defence of a group of enemies.

BUFF

- MP Cost: 2
- Learned by: Milly (Already known), Priest (Rank 3)
- Raises the defence of a single party member.

KABUFF

- MP Cost: 3
- Learned by: Milly (Level 18), Goober (Already known), Goowain (Level 8), Shelley (Already known), Priest (Rank 5)
- Raises the defence of all party members.

OOMPH

- MP Cost: 6
- Learned by: Armamentalist (Rank 2), Sage (Rank 3)
- Doubles the attack power of a single party member.

BOUND

- MP Cost: 4
- Learned by: Armamentalist (Rank 4)
- Forms a protective barrier that reflects a single spell.

BOUNCE

- MP Cost: 4
- Learned by: Mage (Rank 8)
- Forms a protective barrier that reflects all spells.

ABSORB MAGIC

- MP Cost: 2
- Learned by: Sage (Rank 1)
- Absorbs the MP of an incoming spell.

MAGIC BARRIER

- MP Cost: 3
- Learned by: Paladin (Rank 5), Sage (Rank 7)
- Forms a protective barrier that reduces the efficacy of enemy spells.

INSULATE

- MP Cost: 3
- Learned by: Sage (Rank 2)
- Protects all party members from fire-based or ice-based attacks.

KACLANG

- MP Cost: 2
- Learned by: Mercury (Level 3), Luminary (Rank 2), Hero (Rank 1), Liquid Metal Slime (Rank 2)
- Turns the party to steel, impervious to any outside influence. In this state, the party is unable to perform any actions but this can be useful when you are expecting a big attack.

RESTORATIVE SPELLS**HEAL**

- MP Cost: 2
- Learned by: The Hero (Level 4), Milly (Already known), Nevan (Already known), Amos (Already known), Goo-wain (Already known), Healie (Already known), Kingsley (Already known), Priest (Rank 1)
- Restores at least 30 HP to a single ally. This spell can also be used in the field.

MIDHEAL

- MP Cost: 5
- Learned by: Milly (Level 13), Nevan (Already known), Goober (Already known), Healie (Level 9), Curie (Level 5), Kingsley (Already known), Priest (Rank 4)
- Restores at least 75 HP to a single ally. This spell can also be used in the field.

FULLHEAL

- MP Cost: 7
- Learned by: Nevan (Level 19), Healie (Level 15), Curie (Already known), Priest (Rank 7)
- Restores all HP to a single ally. This spell can also be used in the field.

MULTIHEAL

- MP Cost: 18
- Learned by: Healie (Level 18), Curie (Level 20), Sage (Rank 5)
- Restores at least 100 HP to all party members. This spell can also be used in the field.

OMNIHEAL

- MP Cost: 36
- Learned by: Healie (Level 23), Curie (Level 50)
- Restores all HP to all party members.

SQUELCH

- MP Cost: 2
- Learned by: Milly (Already known), Nevan (Already known), Priest (Rank 2)
- Cures a single ally of the effects of poison. This spell can also be used in the field.

TINGLE

- MP Cost: 2
- Learned by: Nevan (Level 17), Priest (Rank 4)
- Cures all party members of the effects of sleep and paralysis.

ZING

- MP Cost: 10
- Learned by: Nevan (Level 13), Kingsley (Already known), Priest (Rank 8)
- Occasionally resurrects a fallen ally with half HP restored. This spell can also be used in the field.

KAZING

- MP Cost: 20
- Learned by: Lizzie (Level 25), Curie (Level 17), Kingsley (Level 15), Sage (Rank 6)
- Resurrects a fallen ally to full health. This spell can also be used in the field.

KERPLUNK

- MP Cost: All
- Learned by: Paladin (Rank 7)
- Sacrifice spellcaster's life to resurrect all other party members.

MISCELLANEOUS SPELLS

HOCUS POCUS

- MP Cost: 20
- Learned by: Kingsley (Level 20), Gadabout (Rank 8)
- Take a chance with Lady Luck! Only she knows what will happen. There are several possible actions when selecting Hocus Pocus. The party could all morph into giant dragons or something even scarier and frighten the enemy away. Everyone in the battle could recover HP or lose all of their MP. It could cause meteors to fall onto the battlefield taking everyone's HP down to 1 or cast Dark Haze. It can even cause time to flow backwards and reset the fight.

FIELD SPELLS

ZOOM

- MP Cost: 1
- Learned by: The Hero (Level 8), Ashlynn (Level 8), Mercury (Level 5), Mage (Rank 3), Liquid Metal Slime (Rank 4)
- Use in the field to return instantly to various previously-visited locations.

EVAC

- MP Cost: 8
- Learned by: Milly (Level 7), Ashlynn (Level 10), Mage (Rank 5)
- Exit instantly from dungeons, caves and towers.

HOLY PROTECTION

- MP Cost: 4
- Learned by: Ranger (Rank 1)
- Generates a holy aura that keeps weaker monsters away.

SAFE PASSAGE

- MP Cost: 2
- Learned by: Ranger (Rank 3)
- Travel with impunity across terrain that would otherwise cause harm. Use this spell to safely traverse the dangerous lava and electric grounds.

PEEP

- MP Cost: 1
- Learned by: The Hero (Level 6), Merchant (Rank 1)
- Reveals the nature of the treasure in a chest.

STOREYTELLER

- MP Cost: 2
- Learned by: Thief (Rank 5)
- Reveals which level of a building or dungeon the user is currently on.

SNOOP

- MP Cost: 2
- Learned by: Thief (Rank 8)
- Locates hidden curiosities through the power of magic.

BATTLE ABILITIES

MERCURIAL THRUST

- MP Cost: 0
- Learned by: Terry (Already known), Warrior (Rank 5)
- Strike an enemy before anyone else can act.

FLAME SLASH

- MP Cost: 0
- Learned by: Armamentalist (Rank 1)
- An attack that channels the power of a raging fire.

LIGHTNING SLASH

- MP Cost: 0
- Learned by: Armamentalist (Rank 3)
- An attack that channels the power of fierce lightning.

KACRACKLE SLASH

- MP Cost: 0
- Learned by: Armamentalist (Rank 5)
- An attack that channels the power of a terrible ice storm.

GUST SLASH

- MP Cost: 0
- Learned by: Terry (Already known), Gladiator (Rank 1)
- An attack that channels the power of a destructive whirlwind.

FALCON SLASH

- MP Cost: 0
- Learned by: Terry (Already known), Lizzie (Already known), Goowain (Level 25), Warrior (Rank 7)
- A double slicing attack, faster than a falcon on the wing.

DOUBLE-EDGED SLASH

- MP Cost: 0
- Learned by: Terry (Already known), Warrior (Rank 4)
- Deals heavy damage to an enemy but also hurts the user.

UNDEAD UNDOER

- MP Cost: 0
- Learned by: Gladiator (Rank 2)
- An attack that excels at expelling the undead.

DRAGON SLASH

- MP Cost: 0
- Learned by: Gladiator (Rank 6)
- An attack that pierces even dragon's scales.

METAL SLASH

- MP Cost: 0
- Learned by: Lizzie (Level 20), Gladiator (Rank 8)
- An attack that carves through even metal-bodied enemies. This attack is much more effective against metal slimes than a regular attack. It works fine against king metal slimes but even the small chance of landing the Hatchet Man makes that attack more rewarding.

FLYING KNEE

- MP Cost: 0
- Learned by: Carver (Level 5), Gladiator (Rank 5)
- A jumping attack that delivers a bone-crunching knee.

KNUCKLE SANDWICH

- MP Cost: 0
- Learned by: Carver (Carpenter's Son event), Terry (Already known), Martial Artist (Rank 5)
- A powerfully focused and damaging bare-fisted strike.

DOUBLE UP

- MP Cost: 0
- Learned by: Carver (Level 14), Spot (Level 17), Paladin (Rank 3)
- Ditches defence to increase attacks. This is great when you think the extra damage will finish the fight or if you can have someone else cover the user. It leaves that party member extremely vulnerable to attack.

FRENZY

- MP Cost: 0
- Learned by: Terry (Already known), Warrior (Rank 6)
- An indiscriminate attack against friend and foe alike.

HATCHET MAN

- MP Cost: 0
- Learned by: Terry (Already known), Lizzie (Level 9), Warrior (Rank 8)
- An unpredictable attack that can land a critical hit. When you face a metal king slime, have four warriors use this attack—hopefully one will land that critical hit.

MULTIFISTS

- MP Cost: 0
- Learned by: Terry (Already known)
- A vicious four-hit strike on a random enemy.

ROUNDHOUSE KICK

- MP Cost: 0
- Learned by: Terry (Already known), Martial Artist (Rank 2)
- A circular kick that pummels a single group of enemies.

MULTISLICE

- MP Cost: 0
- Learned by: Gladiator (Rank 4)
- A flurry of sword slashes that strikes all enemies.

HARVEST MOON

- MP Cost: 0
- Learned by: Luminary (Rank 7)
- Launch into a whirling attack against all enemies.

STONE'S THROW

- MP Cost: 0
- Learned by: Thief (Rank 3)
- Hurls rocks at a single group of enemies.

BOULDER TOSS

- MP Cost: 0
- Learned by: Gladiator (Rank 7)
- Showers all enemies with enormous boulders.

BIG BANGA

- MP Cost: 30
- Learned by: Mercury (Level 14), Liquid Metal Slime (Rank 8)
- An enormous explosion that consumes everything in its path.

WIND SICKLES

- MP Cost: 0
- Learned by: Terry (Already known), Martial Artist (Rank 3)
- Sends a whirlwind of sickles pirouetting into the enemy.

TIDAL WAVE

- MP Cost: 0
- Learned by: Shelley (Level 17), Sage (Rank 4)
- A massive ocean wave that damages all enemies.

STOMP

- MP Cost: 0
- Learned by: Ranger (Rank 4)
- Creates a violent vibration that shakes up enemies.

THIN AIR

- MP Cost: 0
- Learned by: Paladin (Rank 2)
- Conjures a vacuum-vortex that tears enemies to shreds.

PEARLY GATES

- MP Cost: 20
- Learned by: Paladin (Rank 8)
- Opens heaven's door to unleash divine judgment on a group of enemies.

LIGHTNING

- MP Cost: 0
- Learned by: Luminary (Rank 3)
- Calls down lightning to strike the enemy.

GIGASLASH

- MP Cost: 20
- Learned by: Hero (Rank 6)
- A legendary sword technique for cutting down a group of enemies.

LIGHTNING STORM

- MP Cost: 25
- Learned by: Hero (Rank 7), Lliquid Metal Slime (Rank 7)
- Strikes down enemies with mighty thunderbolts.

PYRE O' FIRE

- MP Cost: 0
- Learned by: Ranger (Rank 7)
- A pillar of flame that singes the enemy. This ability has a chance of not working.

MAGMA BLAST

- MP Cost: 0
- Learned by: Armamentalist (Rank 7)
- Scorchs all enemies with a sudden eruption of lava. This ability has a chance of not working.

MAGIC BURST

- MP Cost: All
- Learned by: Ashlynn (Scion of Sorceria event), Mercury (Level 7), Liquid Metal Slime (Rank 6)
- Unleashes all remaining magic power in a fearsome explosion. Be sure you are done with this spellcaster or ready to rest at an inn.

FIRE BREATH

- MP Cost: 0
- Learned by: Dragon (Rank 1)
- A fiery breath attack.

FLAME BREATH

- Learned by: Lizzie (Already known), Monster Master (Rank 6), Dragon (Rank 3)
- A fiercely fiery breath attack.

INFERNO

- MP Cost: 0
- Learned by: Lizzie (Level 15), Dragon (Rank 5)
- A ferociously fiery breath attack.

SCORCH

- MP Cost: 0
- Learned by: Lizzie (Level 30), Goober (Level 90), Dragon (Rank 7)
- A scorching inferno of burning breath.

COOL BREATH

- MP Cost: 0
- Learned by: Shelley (Level 5), Monster Master (Rank 5), Dragon (Rank 2)
- A chilly breath attack.

CHILLY BREATH

- MP Cost: 0
- Learned by: Shelley (Level 22), Dragon (Rank 4)
- A frigidly chilly breath attack.

FREEZING BLIZZARD

- MP Cost: 0
- Learned by: Shelley (Level 35), Dragon (Rank 6)
- A chafingly chilly breath attack.

C-C-COLD BREATH

- MP Cost: 0
- Learned by: Goober (Learned from Sledge), Dragon (Rank 8)
- A ch-chokingly ch-ch-chilly breath attack.

CALL TO ARMS

- MP Cost: 0
- Learned by: Merchant (Rank 8)
- Enlist the aid of an army of mercenaries...for a price. Remember these mercenaries won't work for nothing. So if you don't have the necessary funds, they won't do any work.

BODY SLAM

- MP Cost: 0
- Learned by: Kingsley (Level 10), Merchant (Rank 6)
- Sacrifice the self to slam the enemy senseless.

PRESSURE POINTER

- MP Cost: 0
- Learned by: Terry (Already known), Martial Artist (Rank 6)
- Targets a vital spot to take down an enemy instantly.

SHOVE

- MP Cost: 0
- Learned by: Kingsley (Level 7), Thief (Rank 4)
- A powerful push that is capable of propelling an enemy out of the picture.

HEAVE-HO

- MP Cost: 0
- Learned by: Terry (Already known), Martial Artist (Rank 7)
- Grab an enemy and toss them right out of battle.

FISSURE

- MP Cost: 0
- Learned by: Sage (Rank 5)
- Opens a rift in the earth that swallows up enemies.

DEATH DANCE

- MP Cost: 0
- Learned by: Dancer (Rank 8)
- A macabre dance that sends enemies to the hereafter.

MEGAMORPHOSIS

- MP Cost: 0
- Learned by: Amos (Already known)
- Transforms Amos into a monstrous monstrosity, enabling him to perform the following actions: bite attack, Thin Air, Stomp and Body Slam

CROWD CONTROL ABILITIES

SWEET BREATH

- MP Cost: 0
- Learned by: Monster Master (Rank 2)
- A fragrant sigh that lulls a group of enemies to sleep.

SANDSTORM

- MP Cost: 0
- Learned by: Thief (Rank 1)
- Summons a sandstorm that blinds enemies.

SULTRY DANCE

- MP Cost: 0
- Learned by: Dancer (Rank 1)
- An infectious step that woos the enemy into tripping the light fantastic. It also causes a party member to miss a turn as he/she dances.

FUDDLE DANCE

- MP Cost: 0
- Learned by: Dancer (Rank 4)
- A befuddling boogie that confuses enemies.

DAZZLEFLASH

- MP Cost: 0
- Learned by: Ranger (Rank 5), Luminary (Rank 1)
- Blinds the enemy with a bright flash of light.

LEG SWEEP

- MP Cost: 0
- Learned by: Terry (Already known), Martial Artist (Rank 1)
- A martial arts technique that knocks foes to the ground and keeps them out for one turn.

BURNING BREATH

- MP Cost: 0
- Learned by: Monster Master (Rank 7)
- Paralyzes the enemy with a torrid sigh.

BAN DANCE

- MP Cost: 0
- Learned by: Dancer (Rank 6)
- A preventative jig that prohibits the enemy from dancing.

TONGUE LASHING

- MP Cost: 0
- Learned by: Spot (Level 4), Gadabout (Rank 3)
- A slobbery lick to make the enemy cower.

POISON BREATH

- MP Cost: 0
- Learned by: Monster Master (Rank 3)
- Poisons a group of enemies.

PUFF-PUFF

- Learned by: Kingsley (Rank 4), Gadabout (Level 4)
- Blows smoke on an enemy, causing them to be disgusted and take a little damage, or be enthralled and lose a turn.

TONGUE BASHING

- MP Cost: 0
- Learned by: Monster Master (Rank 4), Gadabout (Rank 6)
- A punishing lick to reduce the enemy's defence.

VENOM MIST

- MP Cost: 0
- Learned by: Ranger (Rank 2)
- Venomates a group of enemies.

WAR CRY

- MP Cost: 0
- Learned by: Merchant (Rank 5)
- A booming yell to make the enemy recoil in fear.

SPOOKY AURA

- MP Cost: 0
- Learned by: Luminary (Rank 5)
- Emits a mysterious glow that helps spells to find their targets more easily.

WEIRD DANCE

- MP Cost: 0
- Learned by: Dancer (Rank 3), Merchant (Rank 4)
- Lowers the enemy's MP.

TAP DANCE

- MP Cost: 0
- Learned by: Dancer (Rank 7)
- A rhythmic wriggle that steals MP from a single enemy.

DISRUPTIVE WAVE

- MP Cost: 0
- Learned by: Hero (Rank 2)
- A brilliant wave that eliminates magical effects from all enemies. Use this to remove the Oomph or Buff spells from tougher enemies.

MUSTER STRENGTH

- MP Cost: 0
- Learned by: Kingsley (Level 5), Merchant (Rank 2)
- Save up energy to bolster the next attack.

FOCUS STRENGTH

- MP Cost: 0
- Learned by: Terry (Already known), Goowain (Level 13), Warrior (Rank 2)
- Focus a party member's fighting spirit to strike with redoubled force on the next attack.

FOLLOW SUIT

- MP Cost: 0
- Learned by: Spot (Level 9), Gadabout (Rank 7)
- Gives the enemy back a taste of its own medicine. The user of this ability may repeat an action that an enemy performs on him/her.

COP OUT

- Learned by: Goowain (Level 18), Dancer (Rank 5), Gladiator (Rank 3)
- Palms off an enemy attack on a random friend or foe.

BACKDRAFT

- MP Cost: 0
- Learned by: Ranger (Rank 8)
- Whips up a tailwind that reflects an enemy breath attack.

DODGY DANCE

- MP Cost: 0
- Learned by: Terry (Already known), Martial Artist (Rank 4), Dancer (Rank 2)
- Fancy footwork that prepares the performer to take evasive maneuvers.

SELFLESSNESS

- MP Cost: 0
- Learned by: Paladin (Rank 1)
- Step in to take a blow for a party member in peril.

FORBEARANCE

- MP Cost: 0
- Learned by: Carver (Level 18), Paladin (Rank 6)
- Stand steadfast in order to protect allies from attack.

DEFENDING CHAMPION

- MP Cost: 0
- Learned by: Ranger (Rank 6)
- Greatly reduces the damage inflicted by physical attacks.

LUCKY DIP

- MP Cost: 0
- Learned by: Gadabout (Rank 1)
- When someone takes on the gadabout vocation, they get the Lucky Dip ability. Using Lucky Dip during battle will randomly select one of that character's Lucky Dip antics to perform. A character starts with one antic and earns another for each of the eight ranks of the gadabout vocation. Antics can vary from doing nothing to big attacks on all enemies. The Lucky Dip antics learned differ between each character.

SUMMON

- MP Cost: 20
- Learned by: Sage (Rank 4)
- Call upon a wandering spirit to assist in battle. The spirit will fight alongside the party until its HP are depleted. There are four spirits that are randomly summoned with this spell. The spellcaster must reach a certain level to summon each one. The following are the four monsters that are summoned and their stats

TATRON

LVL LEARNED	LEARNED WITH SUMMON SPELL
HP	200
MP	50
ATTACK	180
DEFENCE	150
AGILITY	80
ACTIONS	ATTACK, LIGHTNING, MIDHEAL, SELFLESSNESS, SWEET BREATH

DEAGO

LVL LEARNED	30
HP	300
MP	60
ATTACK	210
DEFENCE	160
AGILITY	120
ACTIONS	FANG BITE, INFERNO, OOMPH, SWEET BREATH, TONGUE BASHING

SAMSHIN

LVL LEARNED	35
HP	450
MP	40
ATTACK	250
DEFENCE	190
AGILITY	150
ACTIONS	DRAGON SLASH, FLAME SLASH, HATCHET MAN, KASAP, LIGHTNING SLASH, UNDEAD UNDOER

BAZHOUL

LVL LEARNED	40
HP	700
MP	INF.
ATTACK	350
DEFENCE	300
AGILITY	100
ACTIONS	ATTACK, DISRUPTIVE WAVE, FREEZING BLIZZARD, KABOOM, LIGHTNING STORM, OMNIHEAL

RESTORATIVE ABILITIES

4

NAP

- MP Cost: 0
- Learned by: Spot (Level 15), Gadabout (Rank 5)
- Sleep for a spell to restore HP and MP.

MEDITATION

- MP Cost: 0
- Learned by: Hero (Rank 5)
- Become at one with the self to regain strength.

HUSTLE DANCE

- MP Cost: 0
- Learned by: Luminary (Rank 6)
- Restores at least 70 HP to all party members.

SONG OF SALVATION

- MP Cost: 20
- Learned by: Luminary (Rank 8)
- A splendiferous song that resurrects fallen allies.

KERPLUNK DANCE

- MP Cost: 0
- Learned by: Luminary (Rank 4)
- A self-sacrificial step that resurrects all allies.

FIELD ABILITIES

WHISTLE

- MP Cost: 0
- Learned by: Spot (Level 11), Gadabout (Rank 2)
- Summons monsters with a whistle.

PADFOOT

- MP Cost: 0
- Learned by: Thief (Rank 6)
- Lowers the risk of being detected by monsters for a while.

EYE FOR DISTANCE

- MP Cost: 0
- Learned by: Thief (Rank 2)
- Locates nearby settlements.

NOSE FOR TREASURE

- MP Cost: 0
- Learned by: Thief (Rank 7)
- Reports the number of nearby treasures.

SERVICE CALL

- MP Cost: 15
- Learned by: Merchant (Rank 7)
- Summons on-the-spot aid with a sonorous shout. This randomly summons an inn (100G), a travelling priest (Divination, Resurrection, Purification) or one of four shops.

WEAPON SHOP

OAKEN CLUB	110
GIANT Mallet	220
COPPER SWORD	270
BOOMERANG	420
STONE AXE	550

ITEM SHOP

MEDICINAL HERB	8
ANTIDOTAL HERB	10
HOLY WATER	20
CHIMAERA WING	25
MOONWORT BULB	30

DIG

- MP Cost: 0
- Learned by: Spot (Level 13), Merchant (Rank 3)
- Dig in the dirt to unearth hidden treasure, like Gold.

ARMOUR SHOP

LEATHER ARMOUR	180
SCALE ARMOUR	350
LEATHER SHIELD	70
SCALE SHIELD	180
LEATHER HAT	65
HARDWOOD HEADWEAR	120

VILLAGE SHOP

MEDICINAL HERB	8
ANTIDOTAL HERB	10
CHIMAERA WING	25
LEATHER HAT	65
HARDWOOD HEADWEAR	120

SPELLS
&
ABILITIES

THE PATH OF VICTORY

When you're ready to play the actual game, start the journey and name your main character. The game will then create an adventure log under the same name.



After a moment, the game begins and you are taken to the scene of a small campfire.

AN ENDING OR A BEGINNING?

ACTIONS REQUIRED

- Talk to your companions
- Have your friend summon a dragon to fly the party to Murdaw's castle
- Search the castle until you find a foe.



THE FIRST STEP

The hero wakes up next to a campfire. Everything seems calm for the moment. Next to him is a light-haired woman; she's already awake, and she asks how things are going. Neither answer causes any problems for you.

Soon after, an ally approaches. This is a large man who was apparently off scouting while you slept. He looks like he'd be a pretty good companion in a fight! That's good, because there is a monster named Murdaw who lives in a nearby castle; your team is here to defeat the beast, and hopefully you can get home in time for breakfast.



The other two wander off as the hero finishes waking up. Douse the campfire if you want, then walk north to the next screen.

Both of your party members are waiting at the top of a cliff, not far away. Your female companion has an ocarina that is reported to summon a dragon, on which your party could fly to Murdaw's castle! As soon as you're ready, talk to her and she'll attempt the summoning.

Watch the scene that unfolds as everyone flies to the top of a large mountain. Murdaw's castle is at the top, so you guys just saved yourselves hours of climbing. When you land, it's dark and stormy, and that's the best time to lay siege to a castle that is the home of a Dread Fiend.

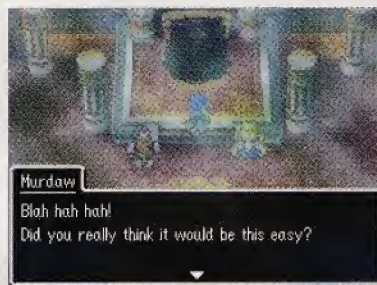
WHERE IS EVERYONE?

The interior of the castle looks nice. Murdaw has clearly done well for himself, but, oddly enough, there aren't any monsters that pop out to greet you.

Follow the nice carpet and walk through the castle. You can try any of the doors along the way, but everything is locked up nice and tight. You can't loot anything in the fortress right now.

The path takes you all the way through the building until you reach a room that is filled with fog. Your companions start to get nervous, and suddenly Murdaw appears. It is his place, so that's not too surprising. Sadly, he's been eating his properly balanced breakfasts, and you won't have a chance to beat him here. With a flash of power he turns the party to stone, and things go downhill from there.

Then, darkness veils your screen.



WALKTHROUGH

WEAVER'S PEAK

RECOMMENDED LEVEL

1

ACTIONS REQUIRED

- Wake up and seek the Mayor of Weaver's Peak
- Talk to Mayor Spindell and get a bag and some local goods from him
- Leave town and head down the mountain, toward the town of Haggleton

LOCAL TREASURE

10 GOLD (X2)
3 GOLD
SEED OF AGILITY
ANTIDOTAL HERB
SEED OF RESILIENCE
LEATHER HAT
MEDICINAL HERB (X2)

WEAPON AND ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
CYPRESS STICK	10
BAMBOO SPEAR	50
COPPER SWORD	270
WAYFARER'S CLOTHES	70
LEATHER ARMOUR	180
LEATHER SHIELD	70

ITEM SHOP

ITEM	COST (IN GOLD)
MEDICINAL HERB	8
ANTIDOTAL HERB	10
CHIMAERA WING	25
LEATHER HAT	65
HARDWOOD HEADWEAR	120





WHAT A STRANGE DREAM

Well, I guess everything's fine. The hero wakes up in his own bedroom, and nothing seems amiss. His sister Tania is there, who scolds him for giving her a fright.

She says Mayor Spindell dropped by to check on something, so you should go see him at some point.

If You'd Like to Snooze for a Bit

For now, the bed here at home acts like an inn. Your party can return to sleep, regain health, and relax. Do this after each foray into the wilderness to stay in good shape.



Search this house for several modest items. To search something, approach the interesting object and press **A** to interact with it. The dresser near your bed has a leather hat (a minor armour piece). The kitchen has a pot with 10 Gold and a barrel with a seed of agility inside. Grab it all!

Alternative Interactions

Another way to interact with items is to open the main menu (with **X**) and to select examine when you approach an interesting object. This lets you look inside pots and barrels without breaking them. It also provides insight into certain points of interest.

To equip the new armour you just found, press **X**. This brings up a menu with several important options. Select "Misc" and then "Equip", followed by the character you'd like to change the equipment of. The next few screens show you a selection of weapons and armour pieces. Your hero doesn't have many choices at the moment, but this is still a good time to get used to the screen. Put your leather hat on and head out of the house.

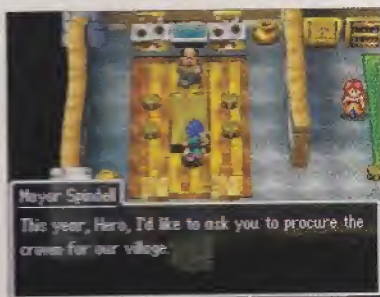
There are a number of things to do around town. You can talk to anyone who interests you, and search various pots and barrels for spare items. Most of these are of trivial value, but everything counts a little at this point. One

of the better items is inside a small building on the south-western side of town: it's a seed of resilience. These seeds make individuals a bit tougher to injure!



A town party is coming up soon. It's called the Fortune Festival, and that's probably a lot of fun. Tania is supposed to have a major role in the ceremony, so good for her!

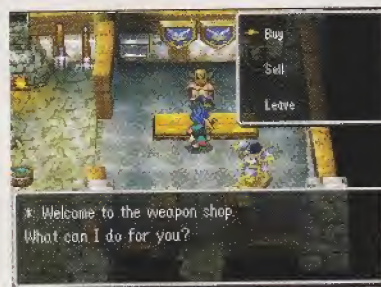
You also hear that a lad around your hero's age is named Buddy. His father says that he might be out watching the wind by the cliffs.



A SIMPLE CHORE

The Mayor's house is on top of a hill at the northern end of town. Go inside and talk to Mayor Spindell after you've explored for a little while. The Mayor gives your hero a bag that can hold an absurd number of items. He fills it with some crafted goods from Weaver's Peak, and he requests that you take it down the mountain. There is a town below called Haggleton, and that is where he wants the goods sold. He asks you to use the resulting funds to purchase a spirit crown for the Fortune Festival.

After speaking with the Mayor, take a look at the stores in town. They were closed earlier in the day, but now they're open for business. You probably have enough cash to pick up a bamboo spear, but hold off on that for now. Your hero can soon find an oaken club without paying a single coin for it. Purchase extra healing supplies instead! A few medicinal herbs can go a long way at this point in the game.



Before Leaving Town

Look for the large building in the center of town. That's a church. These are places of reflection where you can save the game, see how much experience is needed for leveling, or cure various ailments (including death itself).

It's often prudent to save your game while in town. Why take unnecessary risks?

With all of those things finished, take the southern town exit and enter the wilderness!

MOUNTAIN PASS

RECOMMENDED LEVEL
(3 TO COMPLETE)

1

ACTIONS REQUIRED

- Reach the southern end of the pass

LOCAL TREASURE

20 GOLD
OAKEN CLUB
MEDICINAL HERB
WAYFARER'S CLOTHES

LOCAL MONSTERS



BATATOUILLE
FERALBALL
GHASTROPOD



MOTTLE SLIME
SCARE ROOT



WALKTHROUGH

GOING DOWN?

Your hero enters the pass from its northern end. This is the top of the area, and making your way down doesn't seem so hard. There are effectively two ways to go about doing this. A dropoff on the right side gets you down very quickly. A cave system in the middle accomplishes the same thing.





Good Loot

You may actually want to clear your way through both sides of the mountain pass. Dropping down the right side gives your hero access to two chests. One of them has the oaken club, and that's a huge attack boost. Most (or all) enemies in the dungeon are going to be one-shot-kills if you equip this weapon.

The other path has a suit of wayfarer's clothes, so it's a defensive perk to explore that route. You can climb back up through the cave systems at the bottom of the map to go and get that armour before leaving this area.

You don't need to loot everything in the pass on a single run, but anyone with a couple of medicinal herbs shouldn't have too much trouble. Your hero is likely to gain one or two levels without going through many fights, and if you eat (or have already eaten) the seed of resilience, it makes things even easier.

If you look on the map, there is an inn in the lower portion of the map. It's inside a cave toward the bottom of the pass. Your hero can rest there for a mere 10 Gold. If you've run out of herbs, staying there is a wise decision. The town of Haggleton isn't too far once you leave the mountain pass, but you may still encounter a few groups of enemies before you arrive.



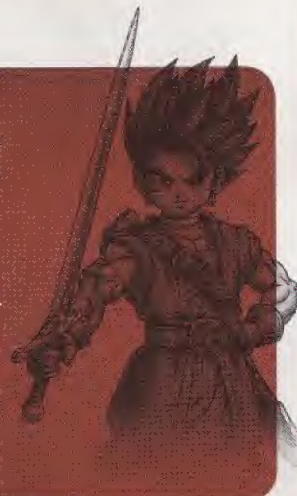
LEARNING TO FIGHT



Combat is quite simple at this stage of the game. You don't have any spells or skills yet, so your hero takes his weapon and hits enemies in the face. They die, and then you move on to any surviving targets.

Use medicinal herbs outside of battle, when possible. This avoids losing a turn and giving enemies more time to attack your hero. You should only choose to heal after your hero has lost about half of his health.

These monsters aren't going to do enough damage to roll over you that quickly, so healing too frequently is a waste of your supplies!



HAGGLETON

RECOMMENDED LEVEL

3

ACTIONS REQUIRED

- Sell the goods from Weaver's Peak for 480 Gold
- Purchase a thief's key for 200 Gold (optional)
- Talk to the girl in the small house on the northeastern side of town

LOCAL TREASURE

250 GOLD
5 GOLD
BIG BOOK OF BEASTS
CHIMAERA WING
MEDICINAL HERB
SEED OF AGILITY

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
BAMBOO SPEAR	50
OAKEN CLUB	110
COPPER SWORD	270

ITEM SHOP A

ITEM COST (IN GOLD)	
MEDICINAL HERB	8
ANTIDOTAL HERB	10
CHIMAERA WING	25

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
WAYFARER'S CLOTHES	70
LEATHER ARMOUR	180
SCALE ARMOUR	350
LEATHER SHIELD	70
SCALE SHIELD	180
LEATHER HAT	65

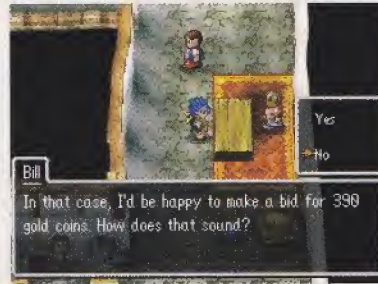
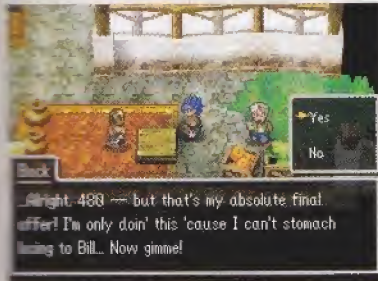
ITEM SHOP B

ITEM COST (IN GOLD)	
ANTIDOTAL HERB	10
MOONWART BULB	30
HOLY WATER	20
SCALE SHIELD	180



BUCKING FOR A GOOD DEAL

Baggleton is a center of good, old-fashioned capitalism. People are selling things all over the place, but don't be drawn in too much by the allure of new goodies. Some of these deals are awful, and you don't want to waste the little bit of money that's been entrusted to you.



First off, you want to find a place to sell the goods from Weaver's Peak.

There are three skilled merchants that might be interested. One is a woman tending a booth in front of the item shop, who offers 350 Gold. Inside the tent on the right side of town is another such merchant, Bill. His brother Buck is in the tent on the left side of town. Go back and forth between the brothers, and DON'T sell to either at first. Wait until their offers max out at 480 Gold. You won't do better than that, so accept the offer and cash in.



WALKTHROUGH

5

Now that you're in better financial shape, it is time to invest in the future. Talk to a merchant on the left side of the left tent. He's selling a thief's key. These things are wonderful. They open any normal locked door, so they're great for finding extra loot. There are even items here in Haggleton that you can acquire once you have the thief's key.

Never pay retail. Refuse the dealer until he drops his price all the way to 200 Gold. That's well worth it. In fact, you are going to turn a profit on this sale within the next few minutes, so pat yourself on the back and collect your thief's key. It's true that you can return to this town much later and buy the key for a pittance (10 Gold). However, looting the town immediately gets you all of your money back and then some. So why would you want to wait?

Go to the inn (in the southeastern part of town), and do a few things there. Rest if you'd like to, and search the private rooms. There is a Big Book of Beasts in the dresser of the room with a locked door, and that's a nice find for players who want to keep track of the enemies they face. You can use the book in dangerous areas to research all of the creatures that you've defeated!

After you obtain the book, go downstairs and meet the banker. This is where you can store Gold if you're worried about dying and losing half of your cash. The thief's key gets you through the door nearby and nets your hero a chimaera wing and 250 Gold. See, the thief's key pays for itself.

OH YEAH, WEREN'T WE SUPPOSED TO GET A CROWN?

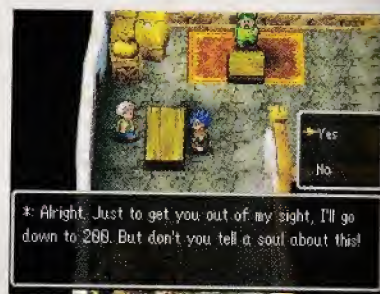
A small house in the northeastern part of town is where the crown maker lives. Go there before leaving Haggleton. The man's daughter is present, and she hasn't seen her dad in a few days. She'll suggest that you look for him west of town. Hopefully there won't be a problem finding him.

Leave Haggleton and head west. Cross the bridge near town and continue west along a dark trail through the mountainous area beyond. Your destination is a large hole in the map, through which land and water can be seen below.

Your hero appears in a small map that has a massive hole in the center. The crown maker is hanging over the northern edge of the hole. His name is Cliff, so he REALLY should have seen this problem coming.

Agree to pull the poor guy up, and see what happens. Life isn't always fair, is it?

To see a funny scene, agree to help him up, then say no the rest of the time.



WELLSHIRE

RECOMMENDED LEVEL
(4 TO COMPLETE)

5

ACTIONS REQUIRED

- Reach the northern end of the pass

ACTIONS REQUIRED

- Loot the area, rest, and save (optional)
- Try to speak to the two men in the northern part of town (optional)
- Leave town and walk north to find a special well
- Jump into the well, and then return to Haggleton

LOCAL TREASURE

20 GOLD

HARDWOOD HEADWEAR

MEDICINAL HERB

MINI MEDAL

PLAIN CLOTHES

PRETTY BETSY

SEED OF LIFE

SPIRIT CROWN



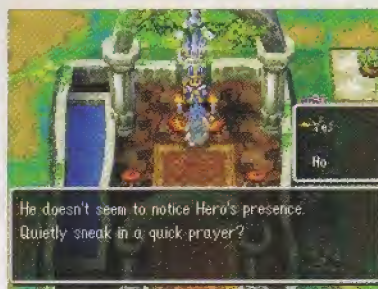
WALKTHROUGH

DID THE HERO SURVIVE THE FALL?

The hero looks a bit ethereal now. That might be a bad sign, but at least he's still around to wander the world. Get your bearings, then walk into the town that is only a few steps away.

The one inside the village seems to be able to hear you when you try to talk to them. You can still save your game with the local priest; however, this is an amusing experience for both your hero and the priest.

Also, you can loot the area quite nicely. The inn won't charge you for resting, and treasure abounds. A house in the northeastern side of town has a young woman and her dog. Go inside to see an interesting scene that gives your hero a bit of hope for his condition. Also, that house has both a pretty betsy (for increasing style) and a medicinal herb.



A mini medal is down inside the town well, located in the southeast part of town. Search the dresser there to find this treat. These items are collected throughout the game, and you eventually cash them in for nice equipment. Don't worry about that yet, but it's certainly wise to search for them whenever you can.



The small houses in this area have additional items. A modest piece of armour for your head is in a nondescript northern building. Search the dressers for goodies like this, and don't forget to equip the helm when you find it.

Two guys on the upper side of town are plotting something strange. Listen in on them. You can't do anything right now, but later on there is a quest involving these fellows.



Leave town after you're done picking things up. Once you begin traveling north, you may notice that monsters can still see your hero as well. That's another good sign...sort of. If you can take damage, it's likely that you aren't dead, right?

A tiny cabin is on a peninsula above Wellshire. Approach the cabin and jump into the well that's inside of it. This returns you to your normal self and a more "normal" place.



BACK TO YOURSELF

You can return to Haggleton now that you're up here. Do so, and go back to Cliff's house. That's the building in the northeastern side of town, if you recall. He's gone back home, and he is hard at work putting the finishing touches on the spirit crown for Weaver's Peak. Cliff won't charge you for the crown because of everything that you went through for him.



Rest and save in town, if necessary, then climb back up the mountains to your home town. Or, to save time, use a chimaera wing and fly back there in the blink of an eye. You have enough cash that you can easily afford to do this and purchase another wing later.

THE FORTUNE FESTIVAL

RECOMMENDED LEVEL

4

WALKTHROUGH

ACTIONS REQUIRED

- Get back to Weaver's Peak and give the spirit crown to Mayor Spindell
- Talk to everyone around town (optional), then return home to rest when you want the story to advance
- Talk to Buddy outside your house
- Attend the festival and watch the ceremony
- Talk to Mayor Spindell to receive an entry pass for Somnia Castle
- Investigate the cliffs next to the Mayor's house
- Return home, talk to Tania, and rest until morning
- Use a chimaera wing to fly to Haggleton

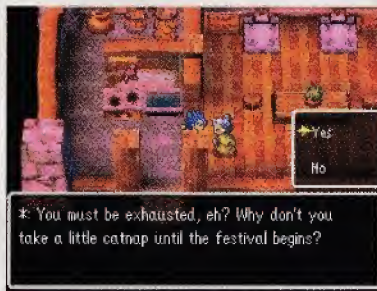
LOCAL TREASURE

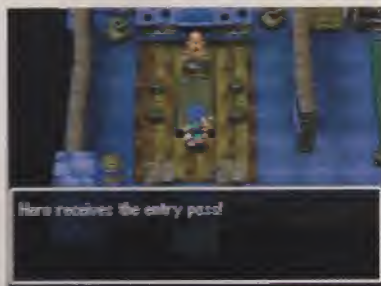
ENTRY PASS FOR SOMNIA CASTLE

A TRIUMPHANT RETURN

Everything is fine back in Weaver's Peak. Mayor Spindell greets the hero at the front of town and takes the spirit crown from you. The festival is due to start that very evening, so it's good that you made it back in time!

For a moment, you're free to explore the town again, talk to other people, and have a good time. However, the festival won't start until evening. To make the time pass, go back to your house and agree to sleep until it's time for the ceremony.





After resting, go outside and talk to Buddy. He'll walk over to the main street with you, then the festival really kicks into high gear. Tania takes the spirit crown to the church, and everyone follows. The crown is then given to the statue of the Goddess, and everything goes off without a hitch.

Well, that's how it normally turns out anyway. After an extended scene, the ceremony at the church ends and people go to the town square to party down. You can talk to everyone and relax for a bit, but you need to see the Mayor again to move on. He's in his house at the top part of town. Mayor Spindell gives you an entry pass that allows the hero to enter Somnia Castle, to the south of Haggleton.

Outside, to the left of the Mayor's house, Tania and Buddy are talking. Go and listen in on their conversation. Afterward, meet Tania at home and rest for the evening. When you wake up, talk to her again and then leave town. You can save on travel time by using a chimaera wing and flying to Haggleton.

SOMNIA CASTLE

RECOMMENDED LEVEL



ACTIONS REQUIRED

- Travel south from Haggleton until you reach Somnia Castle
- Talk to the old woman near the north well and agree to find her ring; kill the grim grinner down below to achieve this (Optional)
- Follow the main road north through town to the castle
- Talk to the castle guard and offer to join the military
- Return to town, visit the inn and church to rest and save
- Leave the church and go back to the castle
- Tell the gate guard that you're still willing to join the military
- Go inside and meet Captain Blade on the upper floor
- Get your mission briefing and leave the castle; head southeast into the wilderness

LOCAL TREASURE

ANTIDOTAL HERB
MEDICINAL HERB
PLAIN CLOTHES
SEED OF STRENGTH

LOCAL MONSTERS



GRIM GRINNER

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
OAKEN CLUB	110
GIANT Mallet	220
COPPER SWORD	270
BOOMERANG	420
STONE AXE	550

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
LEATHER ARMOUR	180
SCALE ARMOUR	350
LEATHER SHIELD	70
SCALE SHIELD	180
LEATHER HAT	65
HARDWOOD HEADWEAR	120

ITEM SHOP

EQUIPMENT	COST (IN GOLD)
MEDICINAL HERB	8
ANTIDOTAL HERB	10
HOLY WATER	20
CHIMAERA WING	25
MOONWORT BULB	30

NICE PLACE THEY HAVE HERE

It doesn't take long to walk south from Haggleton and into Somnia. The castle sticks out from a distance, so you won't have any trouble finding the place.



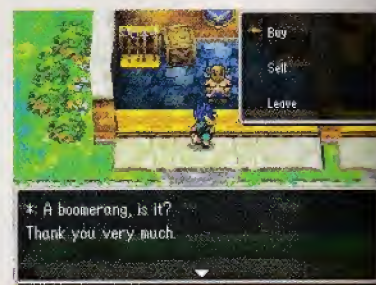


Power Up!

You still don't need to be at a really high level at this point, but this is the first area where it is useful to grind out a few extra fights. A hero that reaches level six has a much easier chance of winning an optional battle that's coming up in a moment. So, consider getting some extra experience and money if you like!

The town outside of Somnia Castle has all the amenities. There are shops for weapons, armour, and items. You can purchase a boomerang here. These weapons aren't especially good for boss fights, but they're fun for clearing weaker monsters while acquiring extra money or experience in the wilderness (because they can hit multiple targets).

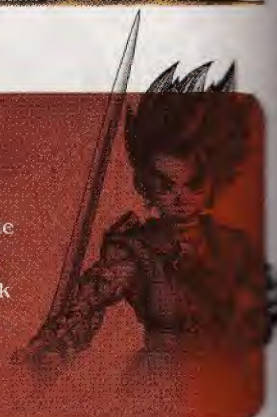
Search the northern side of town for a well with an old woman standing next to it. Talk to this woman and offer your help. She's lost her ring down there, and only a brave soul can go down there to fish it back out.



OUCH! WHO IS THIS GUY?



Only go into the well after you save, rest, and obtain the best armour possible. A grim grinner is protecting the ring, and this monster is quite nasty at this point in the game. Reaching level six and having the best possible armour isn't a requirement, but it sure takes some of the luck out of the equation. The grim grinner hits so hard that you often need to heal even after a single blow.



Return the ring to the woman after you've slain the grim grinner and looted its chest.

The woman gives you a seed of strength as a reward. You can choose to keep the ring instead, but the seed is a much better choice for the long term.

UP TO THE CASTLE

Take the road north when you want to see Somnia Castle itself. A guard blocks your entrance to the main building. Tell him that you'd like to join the military—see the world, meet interesting people, and so forth—and he'll tell you to come back when the bell rings.

Go back into town and visit the church on the southern end. You pass by a familiar face, a face that kind of rings a bell. That's almost literal, because the bell rings as soon as you leave the church. You can now return to the castle and talk to the gate guard again. He'll let you inside. Proceed to the upper floor and listen to Captain Blade's speech.





When you are done with this, leave the castle, head out of town, and search for a nearby dungeon called Gardsbane Tower. This dungeon is south of the castle, but you need to travel east for a moment to find the bridges that let you make your approach.



GARDSBANE TOWER

RECOMMENDED LEVEL
(8 TO PROCEED)

4

WALKTHROUGH

ACTIONS REQUIRED

- Walk into the tower and climb to the top while looking for treasure
- Fight the tower sentry on the third floor to get farther into the dungeon
- Meet Carver on the way up; that's the guy with the interesting haircut (optional)
- Beat a few puzzles
- Climb to the top and fight Garrett if you're ready
- Go into the final chamber and claim the Restless Heart

LOCAL TREASURE

130 GOLD
CHIMAERA WING
GOLD RING
MEDICINAL HERB
MINI MEDAL
RESTLESS HEART

LOCAL MONSTERS



BARKSMAN



BATATOUILLE



GARRETT



HAARDVARK



STUMPKIN

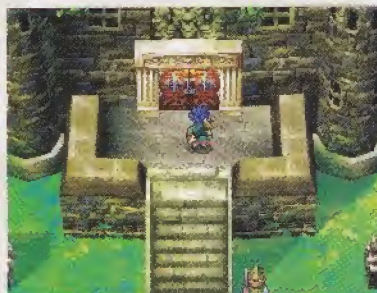


TOWER SENTRY

PUT YOURSELF TO THE TEST

Amoria military recruitment has some issues. Apparently they only like to take the best of the best, so they throw potential recruits into a monster-filled tower that also has puzzles and traps. Man, these guys are hardcore!

There aren't any problems outside of the tower. You can talk to a guard and get the basic "Good luck, don't die" speech. When you're ready, head in.



What to Bring

This is a good dungeon to gather extra Gold and to level up a bit. If you bring ten or so medicinal herbs and a boomerang you can wade through enemies, gain levels rapidly, and save your MP for casting Sap against a few major enemies in the tower.



Look at your map and plan the way up. There aren't any tough encounters on the first couple of floors, but there isn't any impressive treasure either. Take the northeastern stairs from the first floor. Open a trivial chest on the second floor and take the only stairs up from there.

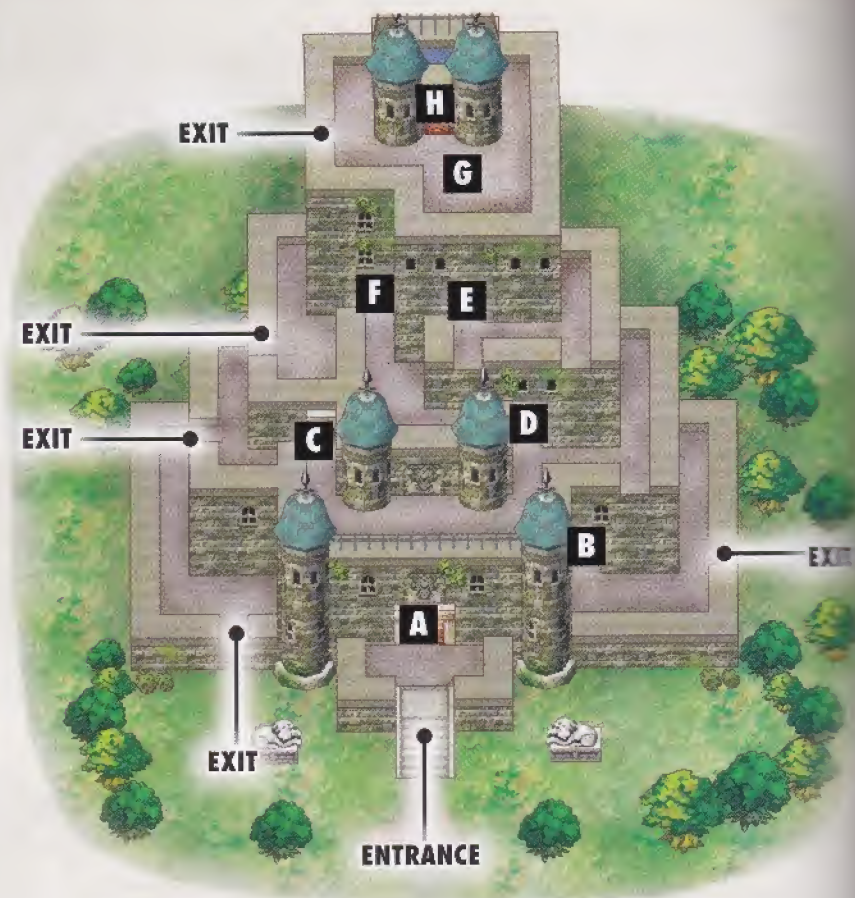
The third floor has the first big fight. A tower sentry blocks your way. Even if you try to take the long way around he'll reposition and immediately attack you. This guy has substantial health, but his melee attacks aren't too bad. Sometimes he'll "charge up" to improve the damage on his next swing, but that's still not as nasty as you might expect.

Cast Sap to begin the fight. Heal when you are around half health, and fight until he falls. There isn't any substantial strategy to worry about, since your abilities are still fairly limited at this stage of the game.

Loot the guard's chest for some money, then take the exit on the left side of the tower. You are

outside, for a moment. Walk along the ledge and go back inside as soon as you see the next way in. Another applicant tries to convince you to hop down to find some treasure. He's full of lies! Don't jump down here.

Instead, continue climbing stairs when you're back inside.



Failure is Always an Option

If you meet too many of the following criteria, you will not win the contest and be recruited into the Somnia military.

- If you exit the map instead of finishing the tower in one run
- If the hero is pushed off the tower by the masked man
- If you open more than one door during the door puzzle
- If you jump off of the terrace at the top of the tower before fighting the end boss or the one on the right side of the first floor

As long as you only get one or two of these you can still reach the top of the tower before your rivals. This isn't required, but it's still fun to win any challenge, right?

THE PUZZLES

The next floor has a movement puzzle. The arrows on the floor transport your character in the direction that they're facing. Go ahead and finish this on your own (if you like).

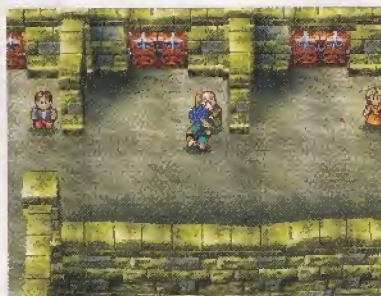
OK.

Use the arrow on the bottom of the screen to bypass the first section (it's down and left from where you start). Then, step onto the panel that's on the right side of the next open area.

It's the second panel above the man here. You can see this on the map, and it's even easier to spot in-game.



Climb up again and drop to the left. Carver, the individual with the big hair, is there. Talk to him and watch him well, then go inside.



The next puzzle is a simple logic game. There are three people here to talk to. You're told that two of them are liars and one

of them always tells the truth. Listen to their words to decide who to believe.

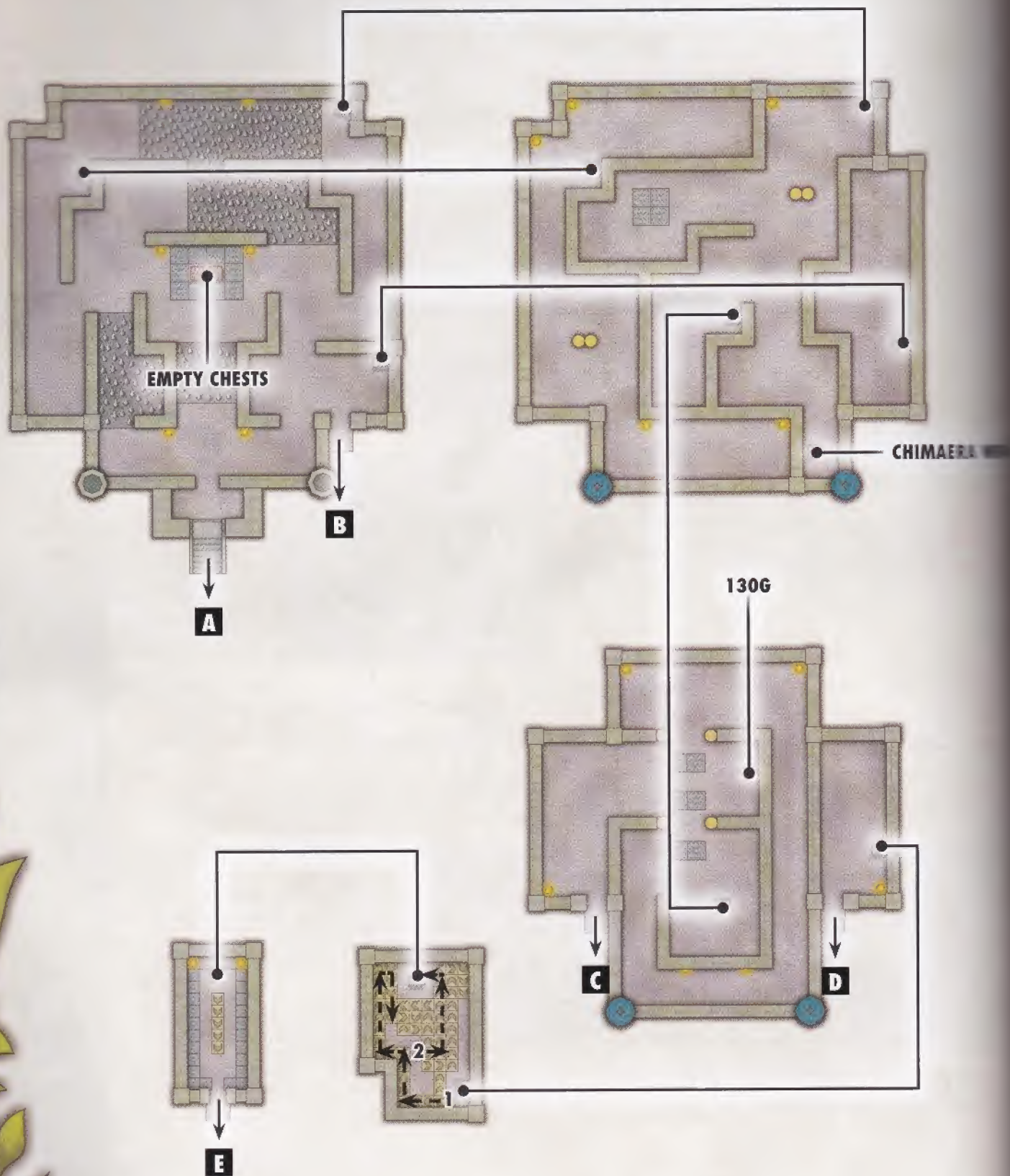
Man on Left "Hey! Come here often? Hate to break it to ya, but there's nothin' past this door here. The door you want is on the right. That's the winner."

Man in Center "Listen up, son. I've seen a lot in my time. These wrinkles come with wisdom. That's why I can say this with all honesty: don't go in this door! You'll get yourself hurt, son!"

Woman on Right "The man on the far left is telling the truth. You look like a smart kid. I know you believe me. Be careful!"

Solve this one on your own and have fun.

WALKTHROUGH



OR...

Consider this. The woman on the right has to be a liar. We know that only one person can tell the truth. She can't be honest AND tell us that someone else is also honest, right? So that immediately tells us that she's a liar AND that the guy on the far left is a liar too.

This means that we can discount everything that the guy on the far left says. Thus, when he says that the door behind him has nothing behind it, we begin to suspect that it is, in fact, the correct door.

But don't take the far left door yet. Look behind the door on the far right. Even though this isn't the correct choice, you'll find a good trap there. A hidden room has a mini medal and a soldier. The soldier gives you a gold ring and tells you to leave the tower because you've passed the test.

He's a liar too. But, his mini medal is free to steal, and the gold ring raises your character's defense. It's a win-win. Go back to the room of doors and take the one on the far left. The central one is trapped, so there isn't a good reason to check it out.

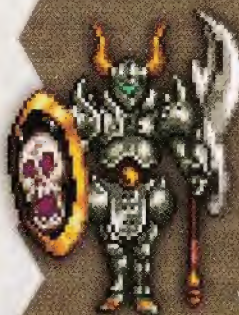
THE FINAL TRIAL

It's only another moment to the top of the tower. When you reach it, look around for a second. It's possible to jump off the ledge on the left. This lets you exit the dungeon in short order. If you are low on MP and medicinal herbs, you might consider leaving. You don't want to lose now, especially since you're carrying a fair amount of Gold.

However, if you feel confident, go ahead and talk to Garrett. He'll engage the hero in a long but fairly simple boss fight. Note that you won't have this confrontation if someone else already beat the hero to the top of the tower.



GARRETT



HP	250
MP	0
ATTACK	40
DEFENCE	35
AGILITY	35
EXP	120
GOLD	0

Garrett has a normal melee attack, a violent slashing attack, and a leg sweep. Neither of the melee attacks does too much damage, so the standard route of healing when you're around half health should work just fine.

The leg sweep is actually a blessing in disguise. At worst, it uses Garrett's round and knocks the hero down. If you're lucky and have already gone then Garrett has wasted his attack entirely. Even when this succeeds, it's a wash and you don't really lose anything. However, the hero has a chance to dodge this attack, so at least half of the time Garrett just wastes his attack and lets you punish him.



Use Sap near the beginning of the battle to lower Garrett's defense slightly, then it's time to pound on his head. Don't expect the fight to end too quickly. Garrett's high HP total ensures that you need to attack many times before winning. That's why you need to have MP and medicinal herbs to spare.

Garrett lets you into the last chamber after you win. Take the Restless Heart from the treasure chest, hop down the tower, and leave. Return to Somnia Castle.

BACK IN SOMNIA CASTLE

RECOMMENDED LEVEL

8

5

ACTIONS REQUIRED

- Report to Captain Blade
- Leave the castle and travel west
- Talk to the guy in the central courtyard about a horse

LOCAL TREASURE

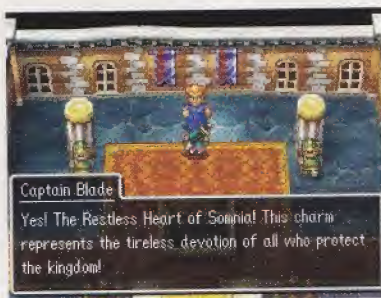
MINI MEDAL

FREE TO WALK AROUND ON YOUR OWN

Go back into Somnia Castle and talk to Captain Blade again. He'll be more than impressed that you were able to get the Restless Heart. He grants you the title of soldier and says that there aren't any immediate orders for you. This won't happen if someone else beat you to the top of the tower. However, you can still proceed through the game normally.

Thus, you should explore and see if anyone in the region needs help. Search the back of the first floor for some pots. There is a mini medal hidden in one of them. Next, meet an older man in the central courtyard. He's trying to find a horse strong enough to pull a mighty wagon. Using multiple horses simply wouldn't do; he needs one extra special steed.

Rumors have it that there is such a beast in this region. An individual back in town said that he'd encountered a fierce horse to the west.



WALKTHROUGH

SEARCH FOR THE STEED

RECOMMENDED LEVEL

8

ACTIONS REQUIRED

- Leave town and walk west; Carver comes after you and teams up to catch the horse
- Look for a signpost to the west that is near a small clearing
- Enter the clearing and use Carver's help to capture the mustang
- Bring the horse back to Somnia and show it to the old man with the wagon; this triggers several scenes
- Leave the castle and travel east

LOCAL TREASURE

SILVER TIARA

GO WEST!

After you leave Somnia, you are approached by Carver. You must have made a good impression on him in the tower, because he wants to travel with the hero. He says that the two of you can work together to capture the great horse.

Go back into town briefly and get some better equipment for Carver. His initial armour and weaponry is just awful. You can get a major boost to his defense by equipping him with a scale shield and some hardwood headwear for a trivial amount of cash. It takes more Gold to get the stone axe that would provide a massive attack boost for him. If possible, do all of that!

Leave town again and travel west, along a line of mountains. This takes your party to a bridge, and then somewhat north. Look for a signpost that mentions a wild mustang in the area. That sounds like the type of horse you're looking for. Enter the clearing next to the signpost and look for the horse.



There aren't any monsters in this area, so catching the horse isn't much of a problem. Walk through the lightly wooded area and follow the horse around. Your party has to do this four times before Carver comes up with a plan. He suggests that your party should split up. Head right, then up to begin pushing the horse toward Carver until you two meet and go after it together.

Try as you might, you won't be able to stop Carver from naming the horse Peggy Sue. And so it goes.



TAKE PEGGY SUE BACK TO SOMNIA

Reverse your steps and take the horse back to Somnia. Walk up to the palace and convince the soldier in front to let you take Peggy Sue inside. Show her to the old man in the courtyard and watch as the events unfold.

After talking to Captain Blade and King Somnus, the scenes end. Approach the King and talk to him a couple more times to obtain permission to use the wagon and to let him learn more about your past. Afterward, search the room to the west. A silver tiara is hidden there.

Your team is now tasked with finding an object known as Ra's mirror. Leave Somnia and travel east to see what you find.

THE WAY EAST

RECOMMENDED LEVEL
(9 TO PROCEED)

8

ACTIONS REQUIRED

- Travel east and then north slightly to reach a small fort
- Pass through the fort and continue east
- Stop at the church to the northeast, and then travel south
- Search for a log cabin that is owned by a dwarf
- Convince the dwarf to let you help with his shed
- Watch the scenes that follow, then resume your journey east
- Press **A** when you're near the eastern river to search for a secret passageway in a clearing

LOCAL TREASURE

ANTIDOTAL HERB
HARDWOOD HEADWEAR
HOLY WATER
PRETTY BETSY

LOCAL MONSTERS



BARKSMAN
BUBBLE SLIME
BUDDING SORCEROR



CRESTED LOON
CUMAILUS
HAARDVARK

5

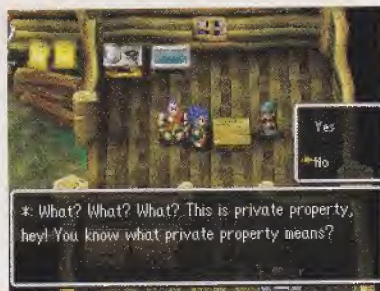
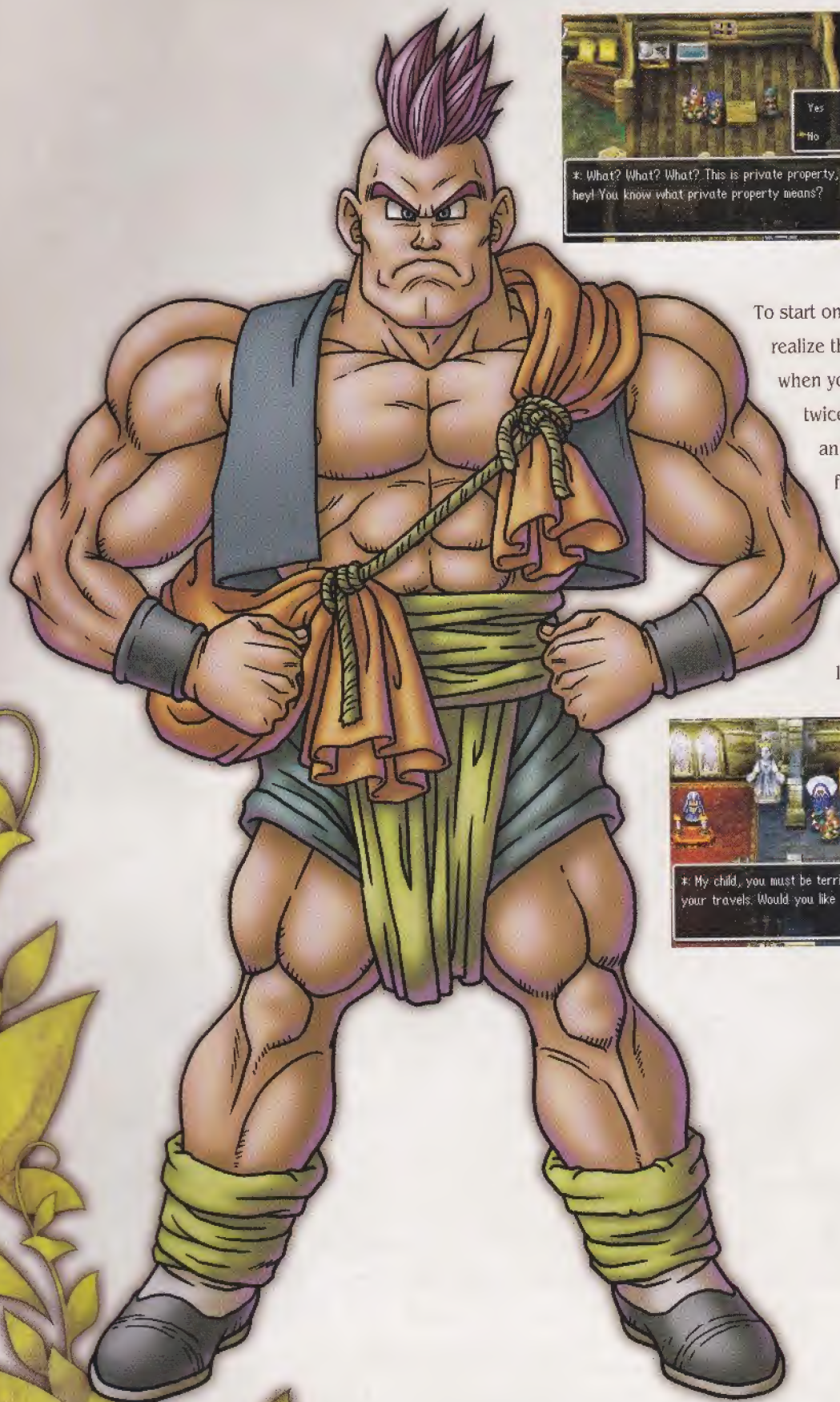
WALKTHROUGH



LEAVING SOMNIAN TERRITORY

It's only a minute's walk to the edge of Somnia on the eastern border. A small fort was constructed in a narrow pass to ensure that Somnian soldiers can protect the area from invasion. Because you've earned the King's trust, the soldiers let you right through.

On the other side of the pass is a desert; cross this and look for a church on the northeastern side of the region. Over this area, save, and search for a couple of minor items (a pretty betsy and a phial of holy water). Take the items and head back out.



Travel south and look for a log cabin up in the hills. A dwarf lives there all by himself. He's a sturdy fellow, but he's not very good at building things. He'd like to have a shed, and some help would ensure that he would get it done correctly.

To start on this task, explain that you didn't realize that you were being rude (by saying "no" when you first talk to him). Then, answer "yes" twice to let him know that you'd accept an exchange of favors. The scene that follows is fairly cute, and you get to learn more about Carver.

When all is done, you're left with the knowledge that Alltrades Abbey is to the east. Proceed toward that location—leave the dwarf's cabin and



walk east until you hit the river. A small circle of sand is nearby, with a patch of grass at its center. Use **A** to search in the vicinity for a secret passage, then enter it.

THE SECRET PASSAGE

RECOMMENDED LEVEL

9

ACTIONS REQUIRED

- Pass through the dungeon

LOCAL TREASURE

270 GOLD
BRONZE SHIELD

LOCAL MONSTERS



BATATOUILLE



BUBBLE SLIME



CUMULUS



LIPS



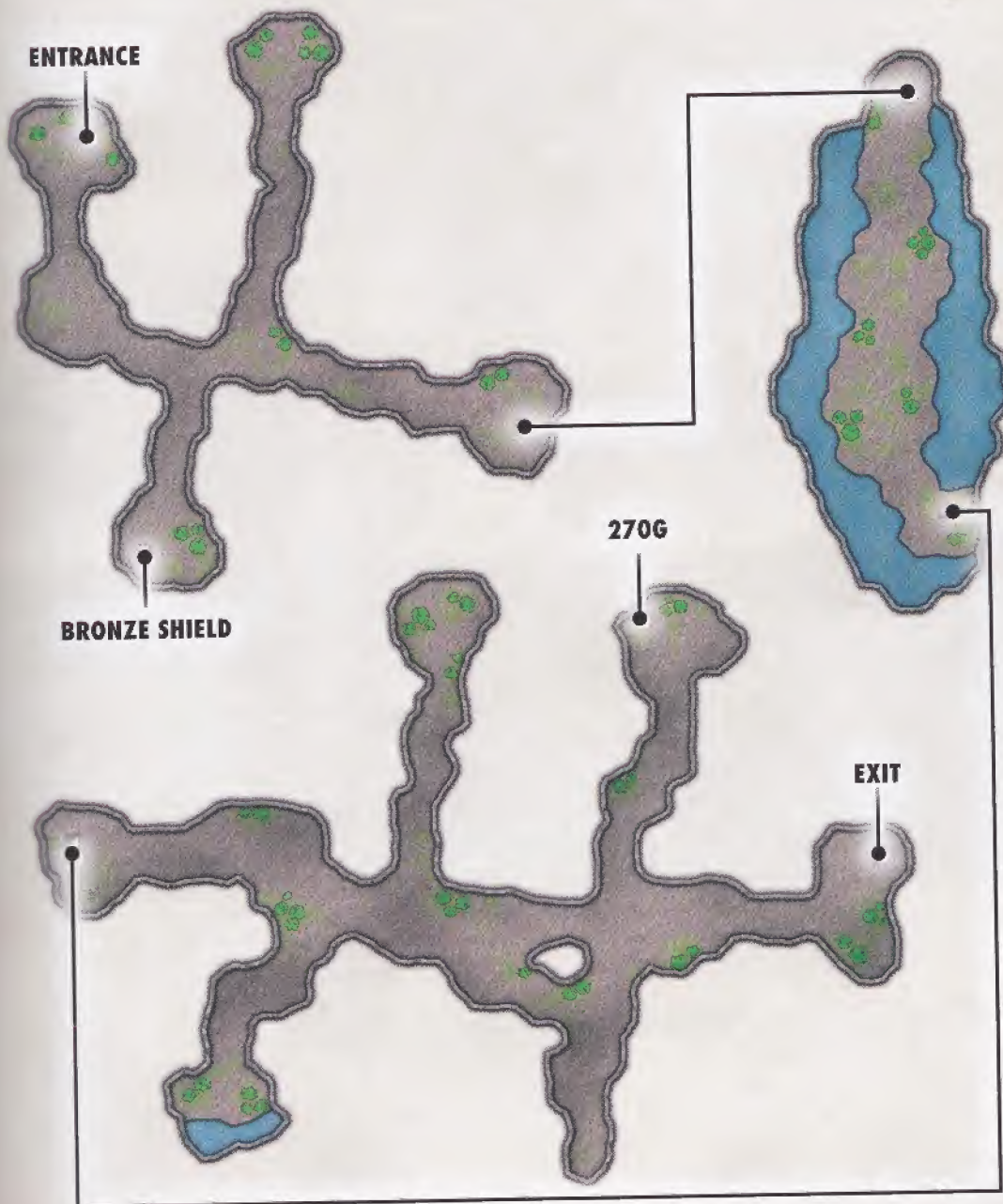
MAD MOLLUSK



ORNERY ONION



SLUGGER



WALKTHROUGH

IT'S KIND OF DARK IN HERE

This is a small and linear dungeon, so it's unlikely that there will be any problems. There are quite a few monsters in it, but they're weak and easy to kill. Take a look at the map to find the free Gold and the bronze shield before leaving these rooms. Both are useful, and it doesn't take more than a minute to get them.

There isn't much more to say about the place. It's almost free experience and money just for passing through.



ACROSS THE RIVER

RECOMMENDED LEVEL

9

ACTIONS REQUIRED

• Hop down into a pit on the eastern side of the region

• Walk south and then west to find a town; enter it

INTO THE OTHER WORLD

The tunnel gets you across the river, but the next stretch of land seems somewhat barren. Follow the road east; Alltrades Abbey is nowhere to be found, and the only place of importance is a massive hole in the ground.

Jump into the upper side of the pit once you find it. This takes the hero and Carver into that other, strange realm. You can still be attacked by monsters, but normal people won't see you.



If You Need to Get Back Home

Enter a nearby set of ruins. There isn't much within, but you may still wish to explore here for a moment. Stairs to a lower level are near the entrance (they're northeast of where you enter). A well in the basement can take you back to the upper world. Keep that in mind if you have trouble and need to get out of this area.

To make any progress, your group needs to find a town somewhere out here. Try going south and then west. You should see a signpost before long. That marks the ruins you just left as Alltrades Abbey—it's too bad that the place is wrecked!

Keep heading west. There is a merry little town near the coast. Enter it and take a look around.

PORT HAVEN

RECOMMENDED LEVEL

9

ACTIONS REQUIRED

- Eavesdrop on the conversation between Ella and Johan on the western side of town
- Go to the Mayor's house on the southern side of town, interact with Ella, then try to leave the house
- Look for a woman named Milly in the shipyard (on the western side of town)
- Talk to Milly and leave Port Haven

LOCAL TREASURE

BAMBOO SPEAR

FUR HOOD

IRON CLAW

MEDICINAL HERB

MINI MEDAL

PRETTY BETSY



THE POWER OF LOVE

Port Haven is a nice place to visit. There are stone docks all over the place, offering a great view of the water for anyone walking around town. Have a look around and see if there's anything of interest.

Stop at the inn while you're exploring. Search around the main building for a mini medal, a pretty betsy, and a medicinal herb. If you'd like to rest, talk to the innkeeper. Even though he can't see you, your party can use his inn because of some good timing.

WALKTHROUGH



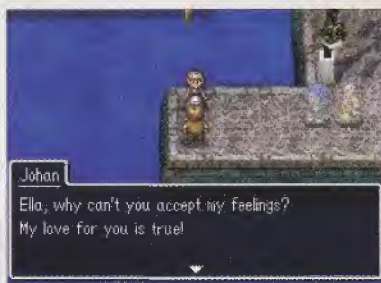
Outside the inn, through the eastern door, is a barrel with an iron claw. This is an upgrade for Carver, even if you already gave him a stone axe.



Use the western exit from the inn to reach the other half of town. A warehouse up top has a fur hood hidden within. There is also an important conversation to stumble into on the

dock southwest of the inn. Two young people are talking, and it sounds like they have some serious problems.

You can learn more about these two by going to the Mayor's house; it's on the southern side of town, beneath the inn. Go inside and try to interact with Ella, the girl you saw talking on the



docks earlier. Follow her upstairs and attempt to speak with her one more time before leaving the building. Another scene follows and yet another when you actually go outside. Be sure to pay attention to these scenes.

The remainder of the day passes, and your party rests before waking up the next morning.

If you like, there are a few more things to explore in town. Taking Carver to the northern building, where some carpenters live, is particularly interesting.



That said you don't need to look around much more. Whenever you want to proceed, feel free to do so.

The next step in the story is to go to the western side of town. Go into the shipyard at the end of the docks and look for a familiar blonde woman. Approach her and see what happens. She introduces herself as Milly, and it sounds like she might be able to help you out with the "not being seen" issue.

She leaves town, and you should follow as soon as you're ready.

Premonitions?

Carver suggests that you stop by a priest before leaving. Perhaps this is a good time to save.



FOLLOWING MILLY

RECOMMENDED LEVEL

9

ACTIONS REQUIRED

- Travel south with Milly and visit Madame Luca; hear what she has to say
- Battle with the creature in the well; this gets you a trailblazing bandana (optional)
- Leave Madame Luca's house and travel southwest to the Lucid Grotto

LOCAL TREASURE

LUCIDA SHARD
SEED OF MAGIC

LOCAL MONSTERS



WELL WISHER

5

WALKTHROUGH

101

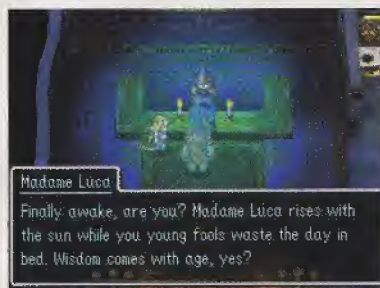


INTO THE FOREST

After you leave the town, Milly takes your group to a small house not far away. This is the home of Madame Luca, a dream seer. Talk to her! You learn more about the reason why your party cannot be seen by most people in this world. It also sounds like there is a way to improve the situation. There is a cave to the southwest with special materials. If you and Carver go down there and get some dream dew for Madame Luca, she says that she'll be able to help you.

Carver doesn't buy it, but it's worth a shot.

Milly comes with you as a guest, so she isn't under your full control. Still, she'll add some damage and healing to your group, and that's not a bad thing. Also, Madame Luca donates ten medicinal herbs to the cause.



If you refuse to aid Madame Luca, your duo still has to do everything that follows. However, you won't get any free medicinal herbs and you won't have Milly's aid during the adventure. Instead, she won't join until you finish the quest and bring the dew to Madame Luca anyway.

Before leaving the area, look for the well outside Madame Luca's front door. Fully heal your party, then interact with the well. This triggers a fight with a well wisher. This may indeed be the best monster name ever, but don't drop your guard because of that! These things can be nasty.

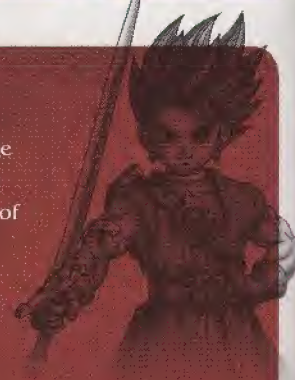


HE WISHES US ILL!



The well wisher has a melee attack that it won't use often. Instead, it mixes up a mild area-of-effect attack, a group fear ability, and a charge attack that does major damage. Stay on top of your healing and don't let anyone fall near half health, even if that means overhealing some of the time. Play it safe and do damage in between.

This is the best way to deal with the well wisher safely, despite his charge attacks. When he dies, the creature drops a trailblazing bandana, and that's likely a strong upgrade for Carver.



LUCID GROTTO

RECOMMENDED LEVEL
(11 TO PROCEED)

9

ACTIONS REQUIRED

- Descend to the bottom of the grotto, defeat the bloodcreeper, and get your dream dew

LOCAL TREASURE

230 GOLD
BRONZE KNIFE
CHIMAERA WING
DREAM DEW
FUR CAPE
SEED OF RESILIENCE

LOCAL MONSTERS



BABYGOYLE
HELL HORNET
BUBBLE SLIME
GOBLIN PIXIE
GUM SHIELD



METAL SLIME
MUD MANNEQUIN
RUFFLED GOON
SLIME
SLIME KNIGHT

YOU'RE LIVING IN LUCID DREAMS

The Lucid Grotto is across a bridge to the southwest. Go primarily south from there and you won't have trouble finding the cave. Most of the monsters on the way are a cakewalk, but you may also begin to find some nasty creatures that pose a bit of a threat. More monsters are using magic or special abilities now, so be on the alert for problems instead of just tapping through attacks each round. Focus your fire on high priority enemies during early combat. For instance, killing hell hornets quickly is wise because of their disabling attacks.



BRONZE KNIFE



Once your party is inside the dungeon, watch out for groups of babygoyles. They use area-of-effect magic, so they can really tear into your supplies

of medicinal herbs. Goblin pixies are deadly too, for similar reasons.



Metal Slimes!!!

Your favorite leveling companions have returned. Metal slimes can be found in this dungeon, and they offer a chance for some excellent leveling if you manage to kill one of their number.

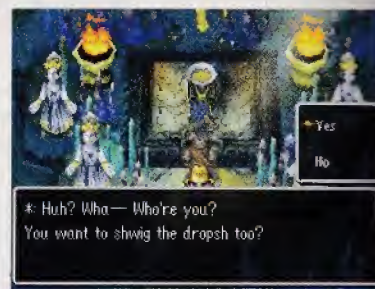


Focus your fire on metal slimes as soon as you see them in an enemy group. It is likely that the metal slimes will run before you score a kill, but even the chance for the experience they grant is kind of a rush.

There are several good pieces of treasure to grab on the way down through this dungeon.

Explore each level thoroughly before you proceed. The fur cap and bronze knife are fairly valuable. Look for these items on levels three and four, as marked on your map. They are not too difficult to find.

Heal to full health for all characters when you reach the final level of the grotto, and do not talk to the creature on that level until you've done so. Speaking to the monster triggers a boss fight!



BLOODCREEPER

HP	370
MP	18
ATTACK	53
DEFENCE	50
AGILITY	52
EXP	260
GOLD	370



The bloodcreeper is a pushover. Even though this beastie has a pile of health, he doesn't have what it takes to bring characters down quickly. As such, you can heal through anything dangerous before it becomes a problem. This is doubly true if you kept some spare medicinal herbs around, but you may not need them.

The bloodcreeper can both Sap and Buff. Milly counters its Saps with her own Buffs, so you won't even need to worry about these magical attacks. You can also counter the Buffs with Saps. The whole time Carver will slap down damage on the monster, free of charge.

The Dazzle effect that you face periodically is a nuisance because it lowers hit rates for the group, and it's hard to resist the effect. However, the effect doesn't last long, and Carver can use his Flying Knee attack to partially compensate until the blindness wears off.

As long as you're diligent, you should be able to dispatch this foe.



Have fun killing the bloodcreeper! Afterward, get the dream dew from the pool above. This is the last thing you need from the dungeon, so it's time to start making your way back to the top.

Take the dream dew back to Madame Luca. After a little hocus pocus, she makes it possible for people to see you in this world. Milly joins your party at this point, so she can start accepting better equipment! You should equip her with some of the good items you've been finding all over the world.

You may want to use the seed of magic on her, as well as equip her with the wood shard and silver tiara. When you're ready, return to Port Haven.



RETURN TO PORT HAVEN

RECOMMENDED LEVEL

11

ACTIONS REQUIRED

- Talk to the Mayor's son in his room upstairs
- Buy tickets to sail over toward Somnia for 150 Gold, and then take the ship across the water
- Shop if you need anything (optional)

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
THORN WHIP	350
BOOMERANG	420
STONE AXE	550
IRON CLAW	700
CHAIN SICKLE	1100

ARMOUR SHOP

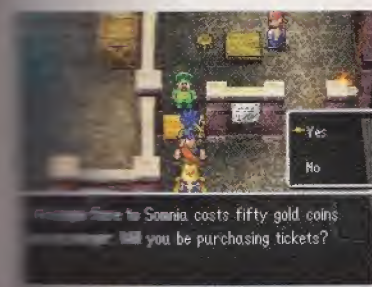
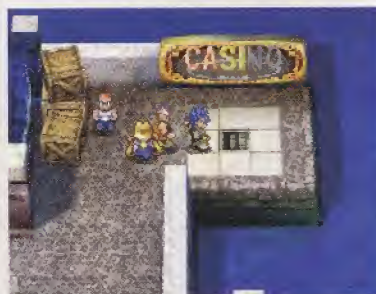
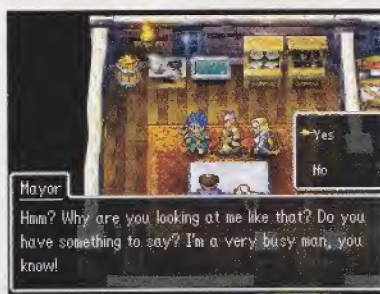
EQUIPMENT	COST (IN GOLD)
LEATHER ARMOUR	180
SCALE ARMOUR	350
LEATHER DRESS	380
SCALE SHIELD	180
LEATHER HAT	65
HARDWOOD HEADWEAR	120

SETTING SAIL

There are several things that you can do in Port Haven now that you aren't limited. The shops are open for business, and there are a few good items to purchase if you have the gold. Getting a chain sickle isn't a bad idea. Even though this weapon is not an attack upgrade for Carver,

it is to give it to Carver outside of boss fights. The hero can stick with the boomerang and waste groups quickly, then switch to the chain sickle for boss fights (and let Carver use his old iron claw). You could also buy two chain sickles so Carver doesn't have to give up anything, but that's a lot more expensive.

Return to the Mayor's house and speak to Johan upstairs about Ella. Luckily, he believes the hero, and this sets things in motion to rectify what you saw earlier.



Rest, save, and consider stopping at the casino that's on the western side of town. It takes considerable time to get the better items out of the gambling games, but the higher-tier rewards are very nice. When you've had your fill, sail west. It only costs 150 Gold to get tickets for everyone, and you can purchase them in the same place that you found Milly originally.

The ship sails your party to the other side of the region, near Somnia. This isn't the Somnia you've been to before, so it's probably worth the trip.

WALKTHROUGH

SEEING ANOTHER SOMNIA

RECOMMENDED LEVEL

11

ACTIONS REQUIRED

- Look around town and purchase a set of noble garb from the armour store
- Equip the hero with the noble garb, then try to enter Somnia Castle
- Talk to the prisoner in the dungeon below the castle and then interact with the soldier by the northeastern steps of the second floor
- Interact with the Maid and see what happens when you try to leave the area
- Leave Somnia and travel west

LOCAL TREASURE

HOLY WATER
MEDICINAL HERB
MINI MEDAL
POISON MOTH KNIFE
SILK ROBE

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
THORN WHIP	350
IRON CLAW	700
CHAIN SICKLE	1100
CHAIN WHIP	1200
EDGED BOOMERANG	1500

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
CHAIN MAIL	500
FUR CAPE	550
BRONZE ARMOUR	700
NOBLE GARB	800
DANCER'S COSTUME	1300
BRONZE SHIELD	370

ITEM SHOP

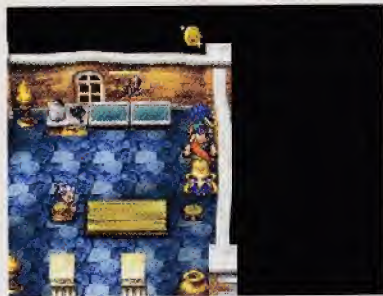
EQUIPMENT	COST (IN GOLD)
MEDICINAL HERB	8
ANTIDOTAL HERB	10
HOLY WATER	20
MOONWORT BULB	30
CHIMAERA WING	25





SAME PLACE, DIFFERENT PEOPLE

You'll find Somnia just north of the mountains west of where the ship docks. Things are much different in this version of Somnia. Instead of having awesome guards and a populace that likes their leaders, this town is a bit more disgruntled. Search around, talk to people, and check out the decent stores on the east side.



A small house in the northwestern part of town has a mini medal. Break a simple pot to grab this on your way through the area.

TURTLES. VERY DANGEROUS.

Be careful of the town well. There are extremely dangerous monsters below, so you may not want to venture in there just yet.

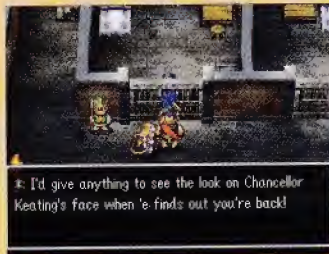


When you want to see the castle for yourself, buy some noble garb from the armour store, equip it on the hero, and approach the castle. The guard will ask you a question. Say "yes" and he'll let you continue in without much fuss.

Shortly after entering you are greeted by Captain Rusty. He's quite excited, and he asks that you talk to everyone in the castle.

The Gift of Gab

It seems like you need to talk to a ton of people before proceeding, but that isn't entirely true. Talking to everyone gives you more of a background in this area, but the fast way through is to talk to the prisoner in the dungeon. Take the stairs down at the end of the west hall to reach him.



Then, talk to the soldier in the northeastern part of the second

floor. He's in front of the staircase. If you've talked to the prisoner already, this triggers the next step in the chain.

Once you talk to the guard and get Captain Rusty to vouch for the hero, the rest of the events proceed quickly. Your party can continue upstairs to loot a silk robe from the King and Queen's bedchamber. Speak to the maid, and the Chancellor will greet you on the way out. He'll ask a question that you cannot answer correctly, which results in your party being expelled from the castle.



The mirror has to be somewhere. On the way out there was a merchant talking about a town to the west. It may be best to check that place out next. To reach Amor, you'll have to walk around the mountains south of Somnia; cross the bridge to the west, then follow the mountain range southeast past a cave.

AMOR

RECOMMENDED LEVEL

11

5

ACTIONS REQUIRED

- Talk with several people around town (see list on next page)
- After waking, go outside
- Go to the church and talk to the citizens inside; afterward, sleep in the basement
- Leave town and go to the cave that you passed earlier

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
IRON CLAW	700
CHAIN SICKLE	1100
CHAIN WHIP	1200
EDGED BOOMERANG	1500
SLEDGEHAMMER	1800
STEEL BROADSWORD	2000

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
BRONZE ARMOUR	700
IRON CUIRASS	1000
IRON ARMOUR	1200
IRON SHIELD	720
FUR HOOD	400
IRON HELMET	1100

ITEM SHOP

EQUIPMENT	COST (IN GOLD)
ANTIDOTAL HERB	10
MOONWORT BULB	30
CHIMAERA WING	25
AMOR SECO ESSENCE	120

LOCAL TREASURE

50 GOLD
AMOR SECO ESSENCE (X3)
BUNNY EARS
CHIMAERA WING
HOLY WATER
MINI MEDAL (X2)



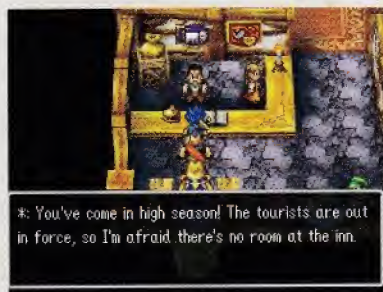
WALKTHROUGH

SO THAT'S AMOR, HUH?

The town of Amor is known far and wide for its mystic waters. The falls that dominate the town are reputed to have healing properties, so the people who live here bottle it and sell the water to tourists. They have a good weapon and armour selection in this town as well, for those who are martially inclined.

Sadly, there is almost no room to crash anywhere in the area. There are so many tourists that the inn is totally full. You should still talk to the innkeeper because doing so is important for moving the plot forward.

There is a small home in the southwestern part of town; look inside a dresser there to grab a mini medal. Do this now and complete any other talking and searching before you head to the church.

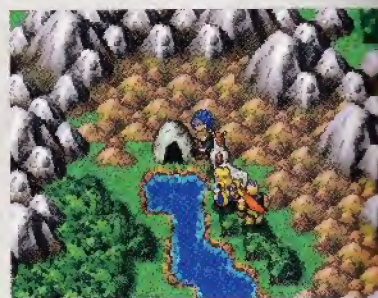


To proceed, ensure that your group has interacted with the following people in Amor:

- **A scholar at the house in the northeast**
- **The innkeeper**
- **The armoured man in between the weapon shop and armour shop**
- **The man in the house near the well**

Afterward, go into the church and talk to the priest. Because you couldn't find space at the inn, he says that he'll help you out. He bids you to go downstairs and ask to stay there.

You meet a woman who is pretty much the talk of the town when it comes to gossip. She lets you rest, and the evening passes. When you wake, search the room (even if you already searched everything before sleeping). There is new treasure here, and you can find another mini medal.



Exit the church and see what's going on outside.

Wow! It's kind of impressive. Leave Amor and travel to the nearby cave, to the north. You passed the place on the way in, so there is no mistaking it now.

THE CAVE OF AMOR

RECOMMENDED LEVEL
(13 TO PROCEED)

11

ACTIONS REQUIRED

- Descend to the bottom of the cave
- Intervene in the battle between the armoured man and the monster
- Escort the wounded man back to the top of the cave and reunite him with his companion
- Return to Amor
- Go to the church basement, sleep, and then interact with the people there (receiving the mirror key in the process)

LOCAL TREASURE

410 GOLD
AGILITY RING
EDGED BOOMERANG
IRON CLAW
MAGIC WATER
MINI MEDAL
PRETTY BETSY
SEED OF LIFE
SEED OF MAGIC

LOCAL MONSTERS



BABYGOYLE
BLOOMING SORCEROR
CUMAUULUS
DEAD RESIDENT
GOBLIN PIXIE



GRRRGGOYLE
METAL SLIME
ROTTEN COTTON
RUFFLED GOON
SILENCING RAM



DOES THE ROOF IN HERE LOOK IFFY TO YOU?

This large cave is the source of the current water problems. You soon learn why when you meet a woman who is cleaning off her equipment in the riverwater. After talking to her, explore the rest of the level before continuing down. Almost all of the treasure in this dungeon is valuable, so it's good to get everything that isn't nailed down! The first chest has a seed of life, and everyone enjoys having more HP.

Climb down the only staircase to the first dangerous floor of the dungeon. This is when things start to get a bit more complex. There are four staircases that lead down from this level. You can only get to three right now, but that's still a lot to wonder about.

Take the southern stairs first, grab a seed of magic, and return to the main floor. Go to the left side of the level next, collect the pretty betsy from the bottom of the map, then travel down the stairs near the west wall.

A mini medal is south of those stairs on the lower floor. Get it!

Then, look at the three logs that are resting beside this stretch of land. Getting on each of the logs takes your party to different parts of the map. The one up top is the log you want right now. It takes you to a tiny island with an edged boomerang. Climb the stairs above, steal 410 Gold from another chest, and then use the logs below to get back to familiar ground.



Leveling Time



There are more metal slimes on the second floor of this dungeon. In fact, they're almost a common sight. Go ahead and gain a few more levels as long as you're having a good time. It's extremely fast, and the fights in-between let you rebuild your supply of Gold!

Go all the way back to the western part of the area, climb down to the second floor again, and use the middle log to reach a different island. From there you can take the left log to reach the bottom of the map. This is fairly simple when you look at it, even though the route may sound complex.

ALMOST THERE

The next floor of the dungeon is large, but you have complete control over your party. There aren't any obstacles or major problems to concern you. Kill the monsters that attack here and there, and look for two more pieces of treasure (in both northern corners). You get some magic water and an iron claw.

Take the final stairs at the top of the map and follow the sounds of battle. There are two men in the deepest floor of the dungeon. One is battling a monster, and the other is cowering around the corner. Equip your best weapons for dealing damage to single enemies, heal all party members, and then rush in to help the beleaguered fighter.



HP	380
MP	0
ATTACK	69
DEFENCE	72
AGILITY	65
EXP	330
GOLD	250

GRRRGOYLE

The grrrgoyle has a few ways to mess with your party. He's an awful damage dealer, lacking the potential for area-of-effect damage or strong single-target burst attacks. Thus, it's easy to defeat the boss with a bit of patience.

Expect to see flash attacks that can blind your party, or fuddling spells that confuse your characters. The latter are more dangerous because confusion sometimes forces your party members to attack each other!

Despite that, the grrrgoyle has so little damage output that he can't finish off targets. Have Milly slam down Crack spell after Crack spell to keep her damage flowing, and let the boys hammer the boss with melee attacks. Using the Sap spell early in the fight is, as always, a wise move to increase future damage output.



By killing the grrrgoyle you save the wounded man and can help him to the surface. He's already emptied the chest nearby, so all that's left is to escort the guy onward and upward.

Take him back to his companion. The two reward you with an agility ring before they leave the cave. Follow them and return to Amor.

THE FINISHING TOUCHES

You still can't rest at the Amor inn, but the church basement was comfy enough last time. Go and rest there. The worker in the church's basement is the guy to talk to; he'll tell you to go ahead and have a snooze.

Upon waking, a scene immediately follows, and you receive the mirror key afterward. You also get to know that you did a good thing!

5

WALKTHROUGH

A SIDE TRIP TO WELLSHIRE (OPTIONAL)

RECOMMENDED LEVEL

13

ACTIONS REQUIRED

- Travel to Wellsshire and speak to the Mayor
- Talk to the Mayor a second time and then leave town
- Head north, to the well you saw earlier in the game
- Talk to Bigg and Liddle, fight them, and save Cynthia (Optional)
- Talk to Cynthia and decide what to tell her father
- Return to Wellsshire and talk to the Mayor for your formal reward

LOCAL TREASURE

SOME COMBINATION OF BOXER SHORTS, A SEED OF LIFE, A PRAYER RING, AND 5,000 GOLD

LOCAL MONSTERS



BIGG

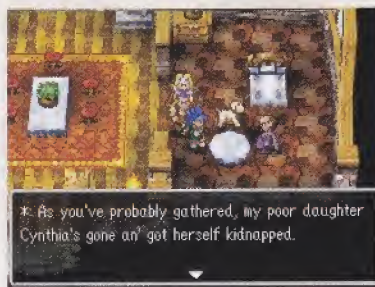


LIDDLE

A DAMSEL IN DISTRESS

If you'd like to do a good turn for some people, take a break from the main story and go all the way to Wellsshire. If you don't have it on your Zoom spell/chimaera wing list already, it's a bit of a trip. Zoom to Alltrades Abbey, and use the well there to switch worlds. Then, Zoom to Haggleton, walk west to reach the pit, and switch worlds again. This plops you down near Wellsshire, in the phantom world.

Once you're in town, talk to the Mayor twice. He'll tell you about his problem. After he leaves, exit the town and walk north until you get to the building that surrounds the well. Talk to the guy who looks like a thug; he's standing beside the building.



Tell him that the Mayor sent you. Don't pay him any Gold either. Refuse him and rip into the punk! Or, give him 5,000 of your own Gold. Both end up helping the girl, so either route is productive.

Refusing to pay forces the fun boss fight that is described in the following section. If you refuse to pay the ransom and defeat the thugs, telling the mayor you paid the ransom will grant you 5,000 Gold while telling him you defeated them will grant a seed of life. If you do pay the ransom, telling the mayor you paid it will give you the 5,000 Gold you spent back plus a seed of life once you speak to him in town, while telling him you defeated the thugs will grant you both a seed of life and a prayer ring.

Because prayer rings are hard to come by at this stage of the game, the latter option may be your best bet. That said, it's a matter of personal preference.



HP	500
MP	0
ATTACK	70
DEFENCE	80
AGILITY	20
EXP	520
GOLD	250

BIGG AND LIDDLE



HP	320
MP	0
ATTACK	55
DEFENCE	51
AGILITY	45
EXP	305
GOLD	124

Bigg and Liddle are fun to fight. This is one of the first encounters that is a tad more complex than just "I have damage, and I want to give it to YOU!"

Liddle is the man to beat. He'll try to protect Bigg, he can use medicinal herbs to heal, and he's faster to take down. Sap him, Crack him, and use melee to cut him even further down to size. Once he's removed, Bigg is doomed.

You have to face some fearsome shouts from Bigg while this fight continues on, and that cuts into your damage somewhat. Be assertive about healing, as needed, and enjoy the good times.



After the creeps fall, interact with Cynthia to untie her. The Mayor of Wellshire shows up a day late (but not a dollar short). He's sure happy about how things turned out. If you lie to him and say that you paid the thugs, he'll reward you with cash. If you tell the truth he'll give you a seed of life the next time you talk to him in town.

Either way, you get a set of boxer shorts from Bigg and Liddle. Why the hero keeps those, we'll never quite know.

MOONMIRROR TOWER

RECOMMENDED LEVEL
(14 TO PROCEED)

13

ACTIONS REQUIRED

- Travel northwest from Somnia to reach Moonmirror Tower
- Climb the eastern tower of the dungeon and meet Ashlynn
- Pull the lever near the top of the eastern tower; this unlocks the western tower
- Destroy the two purple orbs at the top of the eastern tower before dropping back to the bottom
- Climb the western tower and search for the invisible staircase
- Destroy the final two purple orbs before leaving the western tower
- Hop to the bottom and search the new room for Ra's mirror
- Show the mirror to Madame Luca (optional)

LOCAL TREASURE

200 GOLD
IRON CUIRASS
RA'S MIRROR
SEED OF AGILITY
SEED OF STRENGTH

LOCAL MONSTERS



CORPSICKLE
DEAD RESIDENT
DEVIL GLASS
GIANT MOTH
GUSTODIAN



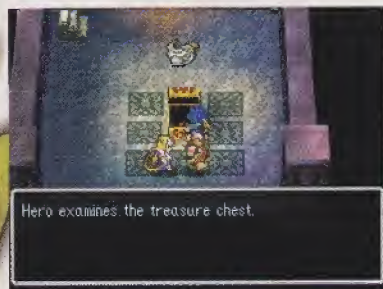
HELL HORNET
LOATHSOME LEEK
SHADOW
SILENCING RAM



GET TO ZE TOWA

Stock up on medicinal herbs and get a good night's rest for your group before proceeding. The next dungeon is fairly involved.

The tower you're looking for is closest to Somnia, so Zoom over to that location and continue northwest over the hills and grassland. The tower is surrounded by mountains, but it's easy to reach.

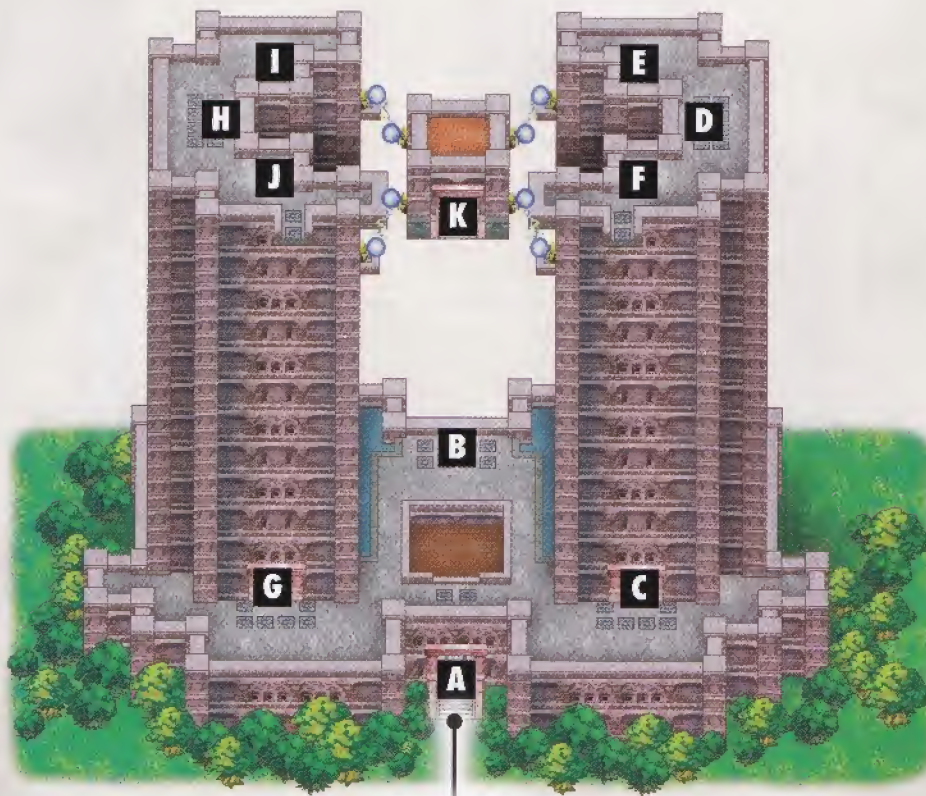


Hero examines the treasure chest.

Go inside and take the only route through to the first level. The path winds around and passes a staircase that leads down. There's nothing below at this point. Instead, continue onward to the stairs that are west of your party. Go into those and open an unguarded chest for an iron cuirass!

Climb back to the main floor and examine the mirror above your party. Try it again, but be ready for a fight against three corpsickles.



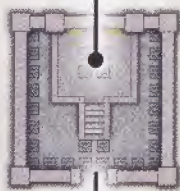


ENTRANCE

WALKTHROUGH

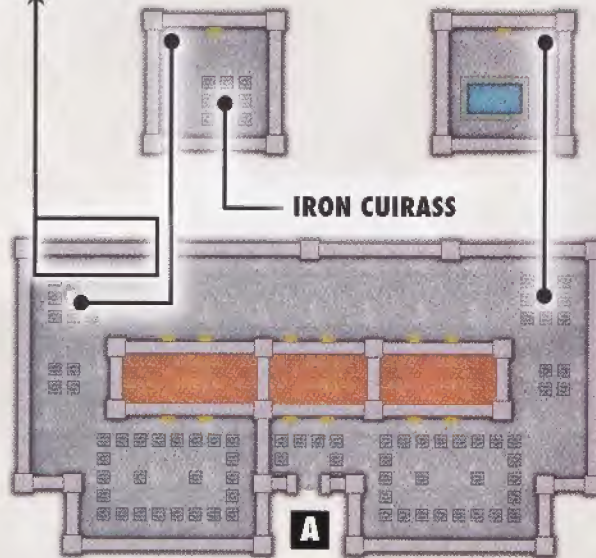
TO HIDDEN AREA:
STAIRWELL B
CHEST WITH 200G

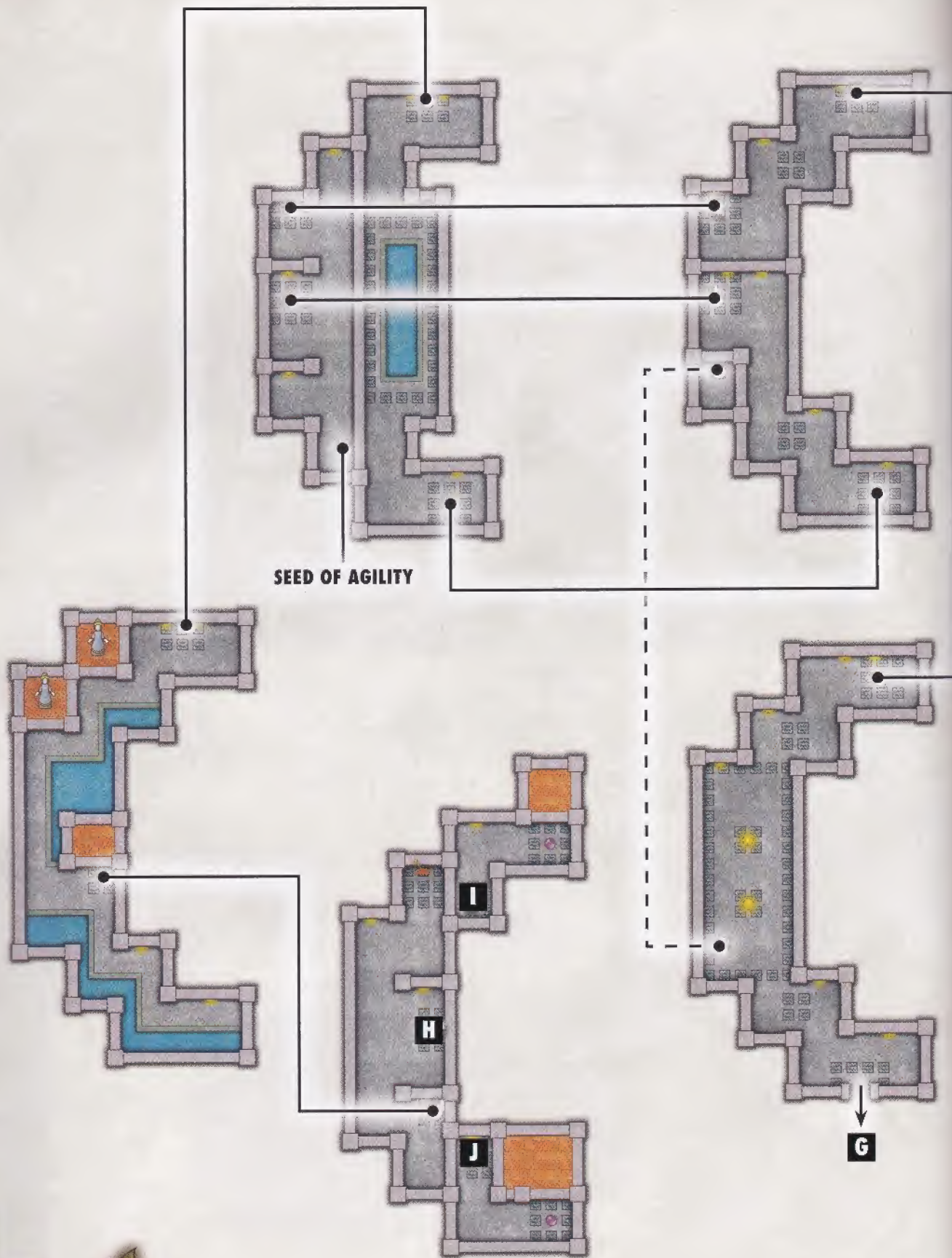
RA'S MIRROR



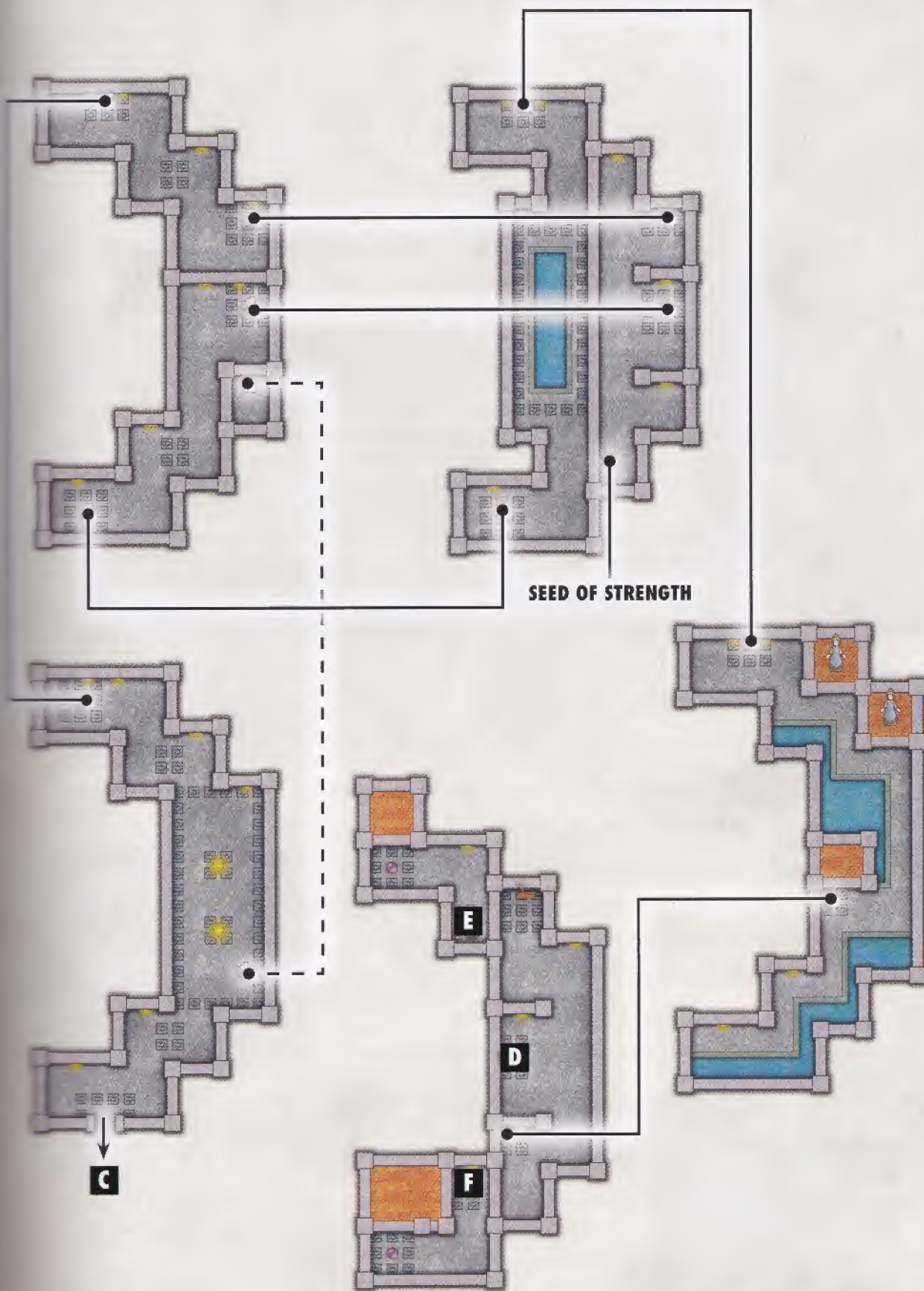
K

IRON CUIRASS





WEST TOWER



EAST TOWER

DELECTABLE DETRITUS!

HP	360
MP	20
ATTACK	62
DEFENCE	43
AGILITY	25
EXP	280
GOLD	57



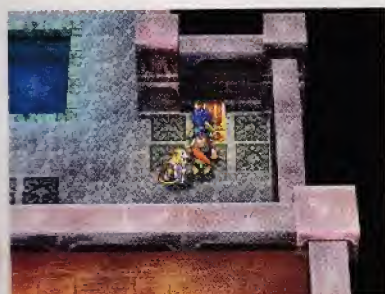
This encounter isn't as easy as it looks when the battle begins. Don't underestimate these fiends. Their damage output is actually higher (when totaled) than the bosses you've been facing so far. In addition, their combined health is rather substantial too.

The key to surviving against the corpsickles is to use the Squelch spell immediately if they manage to envenomate any of your party members. Poison isn't too big a deal, but the damage output from envenomate is enough to cost you substantial time and MP or herbs.



This is one of the rare boss fights where area-of-effect weapons are quite useful. Don't bother to switch gear for high single-target damage. It's useful to get damage started against everything at once, especially because corpsickles can heal themselves a little bit.

Keep Milly in fairly permanent Heal/Squelch duty, and have the guys keep tearing up enemies. Once one of the corpsickles falls, the rest are doomed.



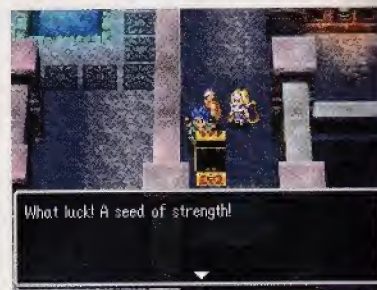
If you use too much of your resources in this fight, remember that you're close to town. It's fine to cast Evac, then Zoom, rest, and return. The whole process only takes a minute, and that gives you all of your resources back for the remainder of the dungeon.

There is a treasure chest with 200 Gold in the northeastern corner of the level. Get that before you take the northern stairs.

THE EAST TOWER

The second level is divided because there are two towers in this area. You can't enter the western one yet, but the eastern tower is fully exposed. Go inside and start climbing.

The map here is confusing to look at, but there aren't really that many choices as you proceed. As long as you go slowly and search thoroughly, you won't miss treasure or get lost.



Shadow Boxing

There are enemies up in the tower called shadows. They have a high defense, so Carver is the best person to kill them. His regular attacks are decent, and his Double Up attack (that he gets at level 14) is even better!

Crack, from Milly, is also deadly against them.

On your way up, you meet a girl who is translucent, like your hero used to be. Use the dream dew to help her out. She'll join your party later on as a result.

Near the top of the tower is a level with a lever and two additional staircases. Use the lever as soon as you see it. This unlocks the western tower for your party to explore. Do NOT jump off of the ledge here quite yet. Instead, investigate both staircases nearby; they lead to small areas that each have a mirror and a purple orb.

Destroy both purple orbs by pushing them away from the mirrors, so their reflection cannot be seen. After they're destroyed, leap off of the tower and walk west to start your way up the other tower.



IT'S ALL DONE WITH MIRRORS

The western tower is quite similar to its sister on the right. Climb the staircases and look for the seed of agility that's only a couple floors up. Beyond that, there isn't any more treasure to stress about.

Follow the linear path until you reach a dead end. You'll notice a staircase reflected in the last mirror. That's odd, because there isn't any staircase visible along the path ahead. Try examining the area where the staircase "should" be, and then see what happens. Behold! Stairs, where there were none before.



Take these steps to the top of the western tower. Ignore the lever there and use the side stairs to break two more purple orbs. It won't take long, and this lowers a

room that contains Ra's mirror. The room falls all the way to the base of the tower. Hop off the current tower and enter the room!

Your party will get Ra's mirror without a fight. Agree to let Ashlynn join the group; this puts a fourth character in your party. She's extremely low on experience, but as your party members say "The more, the merrier." Besides, she's a dedicated caster, and you don't have access to any of those vocations yet. Eventually, she'll get good at clearing out large groups of foes.

You've done all that you can do here in this dungeon. Evac, Zoom to Madame Luca, and rest. When your party wakes, Madame Luca will cast a spell that will allow you to switch between worlds with Zoom whenever you want.

ANOTHER STOP IN SOMNIA

RECOMMENDED LEVEL

14

ACTIONS REQUIRED

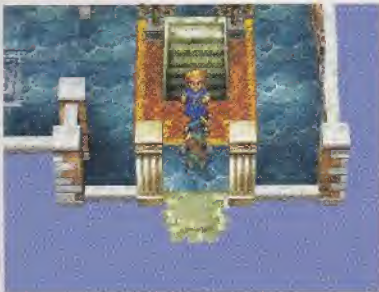
- Use Zoom to switch worlds, then Zoom again to Somnia
- Take Ra's mirror to the King and watch the scenes that follow
- Speak to the King again in the evening, and then in the morning afterward
- Leave Somnia and travel southeast, toward Murdaw's realm

DANCING BETWEEN THE WORLDS

Switch worlds, Zoom to Somnia and talk to Captain Blade there. You'll find him on the second floor of the castle, by the steps up to the royal chambers. He'll escort you to the King.

Show Ra's mirror to the King. Several scenes follow. When evening falls, return to the royal chambers again to see another scene with the King. Speak to Captain Blade to conclude the evening.

Events transpire the next morning, and a strange person named Apnea joins the party. She wants you to travel southeast, into the realm of Murdaw. There are now more questions than ever, but it sounds like the right thing to do. Leave Somnia and proceed!



THE UNDERKEEP

RECOMMENDED LEVEL
(16 TO PROCEED)

14

5

ACTIONS REQUIRED

- Travel east until you hit the mountains, then turn south to find a guard outpost
- Go through the outpost and continue south, then east
- Cross two bridges to reach the Underkeep
- Traverse the first part of the dungeon
- Get Ra's mirror back from Apnea when you enter the deep part of the dungeon
- In the new area, go down the stairs to the right and step on two pressure plates to unlock doors above your party
- Climb back up and use four more pressure plates to shine light on a subterranean level beneath your group
- Take the stairs on the left to enter the cavernous room, carefully navigate to the far side, and take the stairs up
- Use the southern pressure plate to shine light on the stairs leading down
- Take the new set of stairs and proceed toward Murdaw
- Defeat Murdaw in his lair

LOCAL TREASURE

DANCER'S COSTUME
IRON HELMET
MAGIC WATER
SEED OF MAGIC

LOCAL MONSTERS



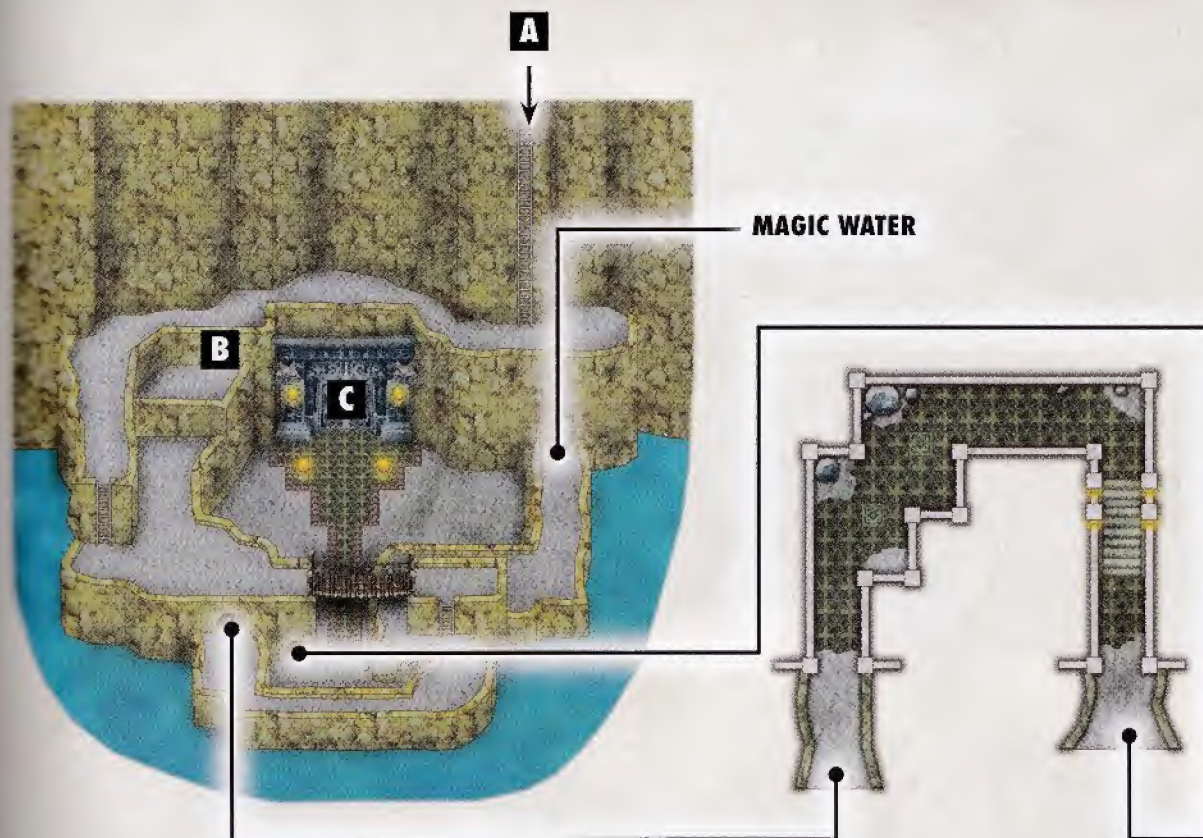
ARRGHGOYLE
BURNING MAN
DAMSELFLY
DEADLY DODO
GIANT MOTH
GRIM GRINNER



GUAARDVARK
HERMIT PIXIE
METAL SLIME
MURDAW
SHADOW
SILENCING RAM

WALKTHROUGH





SOME GUARDS DREW THE SHORT STRAW

Travel east until you reach the mountains east of Somnia, then turn south. This quickly gets your party to a guard outpost, but this one is in need of great repair. Something tore through the people here, so you won't get to chat much. A traveling priest has come through, so you can engage him if you need any church services before you leave the outpost.

On the other side you find a poisonous swamp. Go through a short patch of this swamp and over a bridge. Continue east, over a second bridge and into a new swamp. There is a cave called the Underkeep that you'll discover in the center of this bog. Go inside!



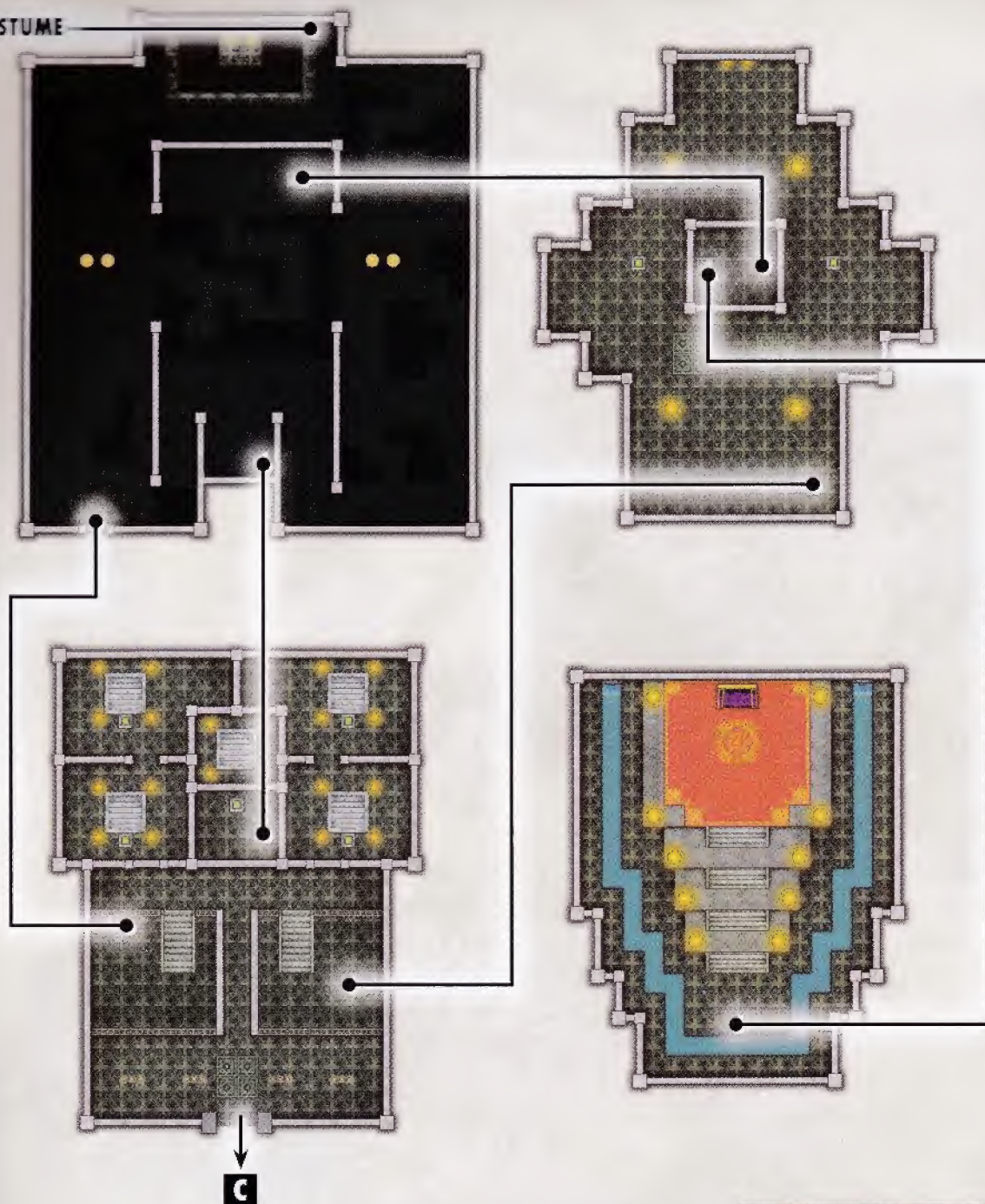
This cavern is quite linear. There's really only one side passage to take while your party journeys through it. This section occurs early on, when you reach the third room. There is a side cave that you can take through a few optional rooms; it leads to a seed of magic, so it's worth exploring.



After doing this, come back out to the main area and proceed along the only remaining route. There are a few tougher monsters in here. Arrghgoyles are certainly worth noticing—they have high defense, a high damage output, and are good to kill with spells or burst damage abilities like Double Up. The path eventually leads you to a set of double doors. Go through these.

WALKTHROUGH

DANCER'S COSTUME



Your party is now in the latter part of the dungeon. There isn't much left to do, but these floors take some finesse. When you first enter, Apnea returns Ra's mirror to your hero. For now, that isn't important, but it's useful to note.

There are two locked doors on the path ahead. To open these, descend using the stairs on the right and look for two yellow pressure plates on the floor. Step on these to unlock the doors above.



Climb back up and look inside the two new rooms. There are four pressure plates there, in total. Step on each to let light from this floor shine down into a dark room below your party. That's where the staircase on the left leads, and you wouldn't be able to navigate well down there without the light.

Descend the stairs on the left, and enter the room with the dark floor. Carefully walk around the ledges; falling off forces you to climb back to the main floor and start over, so it's better to go slowly and carefully. Lead your party all the way north and turn east to get the dancer's costume from the only chest in this part of the dungeon.

Turn south shortly after and go to the bottom of the area. You can see a staircase nearby, but it looks like it's impossible to reach. Have a bit of faith. Step north, into the darkness, and hook around to those stairs. The floor is there; you just couldn't see it.

Use the pressure plate above to brighten the last patch of darkness in the cavernous room. Get back to the dark chamber and work your way around to that stairwell in the newly lit section. It leads to Murdaw's private chambers!

Fully heal your party, equip your weapons with the highest attack values, and talk to Murdaw. It's no surprise when he attacks.



HP	900
MP	INF
ATTACK	109
DEFENCE	102
AGILITY	35
EXP	2270
GOLD	580

TREACHEROUS MURDAW

Murdaw can attack with great force to levy considerable damage against your party. His area-of-effect magic is strong, and his single target output isn't bad either. You should put Milly on almost permanent healing duty throughout this encounter.

Have the hero and Ashlynn slap on a double Sap in the first round, then let Ashlynn negate any Buffing that Murdaw does throughout the fight. Put Carver on Double Up duty, and watch the damage scream in. Doing almost 100 damage a hit isn't uncommon with this setup.

Your hero should supplement Carver's damage, but be ready to act as a secondary healer during any round when more than a single person needs healing.

Don't try to win too quickly; just keep everyone's health up while Carver wins the MVP award.



WALKTHROUGH

Shine the light of Ra's mirror on Murdaw when he tries to escape. Several interesting things are learned afterward. Back and then Zoom back to Somnia when the scene ends.

TWO SOMNIAS

RECOMMENDED LEVEL

16

ACTIONS REQUIRED

- Return to Somnia, talk to the Chancellor, rest, and then travel to Somnia in the other world
- Go to the castle and deal with the guards
- Talk to the King when you can, and then meet him again on the 2nd floor parapets (southwestern side)
- Take the King's Royal Missive and search for the sacred village of Ghent

WE'RE SORRY, HERO, BUT THE KING IS IN ANOTHER CASTLE

Go up to the castle throne room and talk to the Chancellor. Fill him in on everything and then rest, as he directs. In the morning, talk to a couple people and make an attempt to leave the throne room. It seems like you should take your party back to the other world. Do this by using Zoom, then Zoom again to Somnia.

When you arrive in Somnia, talk to the guard at the castle gate. After a while, the King will summon your party. A good conversation follows, at which point he'll ask to speak with you privately. Go back downstairs and out onto the parapets. The King is on the lower-left side of the area. Talk to him again and agree to take the battle to Murdaw, in this world.

The King gives you a Royal Missive, and says that you should take it to the people of Ghent. Be sure to save before your party leaves town, then take your party straight north.



THE PEOPLE OF GHENT

RECOMMENDED LEVEL

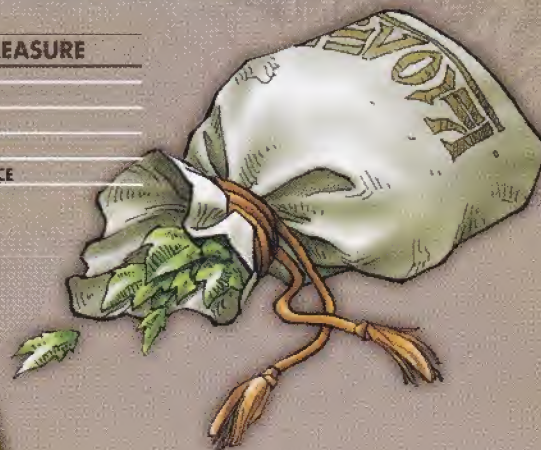
16

ACTIONS REQUIRED

- Go through the guard post to the north, and continue northeast until you reach Ghent
- Enter Ghent and show the royal missive to the town elder (in his home in the northwestern part of town)
- Attempt to leave
- Follow Nevan to the Providence and tell him to set sail

LOCAL TREASURE

PLAIN CLOTHES
POINTY HAT
SEED OF MAGIC
SEED OF RESILIENCE



WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
IRON STAFF	850
SLEDGEHAMMER	1800
STEEL BROADSWORD	2000
MORNING STAR	3000
CAUTERY SWORD	4400

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
IRON ARMOUR	1200
FULL PLATE ARMOUR	2300
CLOAK OF EVASION	3000
IRON SHIELD	720
SILVER TIARA	450
IRON HELMET	1100

ITEM SHOP

EQUIPMENT	COST (IN GOLD)
MEDICINAL HERB	8
ANTIDOTAL HERB	10
HOLY WATER	20
MOONWORT BULB	30
CHIMAERA WING	25



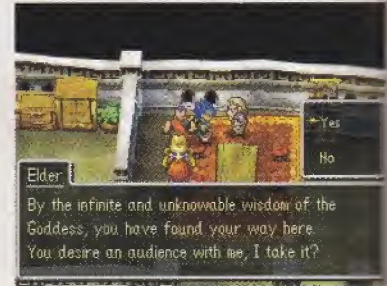
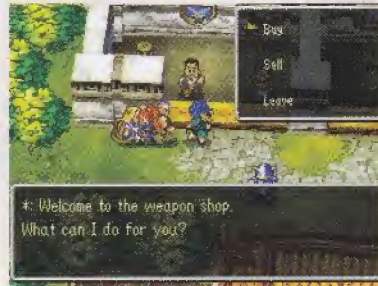
A HOLY SHIP

The King of Sornia is the head of a primarily land-locked nation. He no longer has a deepwater navy, having lost his best vessel, so he has sent your party to Ghent to borrow their ship (the Providence).

Buy anything that you'd like and can afford from the local stores. There are some great single-target weapons here. After resting and saving, search for a few spare items and talk to the town elder. He's inside his home, in the northwestern part of town. It takes some doing, but the elder is convinced to let you borrow the ship.

You are joined by Nevan, a pious young man who has faith in your journey. He'll slip into the party, and Ashlynn stays on the ship when your party arrives at their destination.

Leave the Providence after equipping Nevan with any spare items that you have on-hand.



THE ISLE OF MURDAW

RECOMMENDED LEVEL
(18 TO PROCEED)

16

ACTIONS REQUIRED

- Disembark from the Providence
- Rest on the far side of the cave complex
- Examine the crashed vessel along the shoreline (optional)
- Talk to Milly after you leave the campsite
- Enter the cavern nearby and explore it thoroughly

LOCAL TREASURE

1150 GOLD
CHAIN WHIP
FULL PLATE ARMOUR
MAGIC WATER
SEED OF LIFE

LOCAL MONSTERS



ANIMATED ARMOUR
CANNIBOX
GOODYBAG
GRIM GRINNER
HELL NINO
LESSER DEMON



MALEVOLAMP
MUDSLINGER
THAUMOBAT
UNDENTURED SERVANT
WALKING CORPSE

THIS PLACE COSTS NOTHING TO HEAT

Before entering the cave on this island, look along the shoreline for a crashed vessel. The more you learn about previous attempts to battle Murdaw, the more it becomes clear whose ship that is.

Leave the vessel and go into the cave when you're ready. This small dungeon is broken into separate areas by a number of lava flows. Your party can walk over these, but it taxes your healers' resources. Everyone in the party takes damage while you're walking across the hot lava. Thus, you can take the safe routes that are mentioned here, or you can throw caution to the wind and get things done faster by grabbing items whenever you're physically close to them.



From the entrance, walk left, staying on the darker stone, and use the stairs in the southwest. This quickly gets you a chain whip. If you grabbed a morning star back in Ghent, you will still want to use it. If you didn't, this might suffice.

Go back to the main part of the room and walk north. There are two chests (in the north and the west arms of the area). Loot these to obtain a full plate armour suit and 1,150 Gold.

Finally, use the stairs in the northeast to descend. Your group takes minor damage doing this, but it can't be avoided. Walk to the southern portion of the lower area to steal a seed of life, and then return to the beginning.

Once there, walk through the lava on the eastern side to reach a different staircase. Travel up another set of stairs afterward. The third floor has a chest in the upper-left. It's a cannibox.

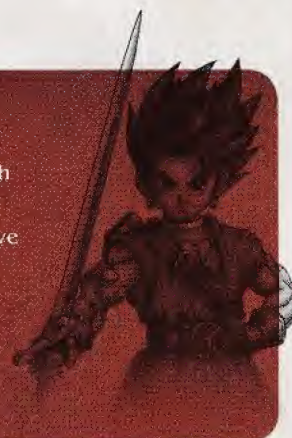


IN MURDAW'S ISLE, CHEST TRIES TO OPEN YOU!



Canniboxes look like regular chests to loot, but they attack your party if you try to open them. Even though they possess death magic, it's usually safe to attack them. Just go all out. Always Double Up, cast offensive spells, and do what you can to ensure that these enemies die quickly.

As a reward, you often get worthwhile items, like a seed of agility.



After killing the cannibox, use the eastern stairs. This lets you get out of the fiery part of the dungeon. Instead, you find yourself in a series of watery passages. There isn't much more treasure here, but there are a few more canniboxes. Keep fighting these monsters if you like.

The route is direct and linear at this point. Follow the caves until you get to the other side of the dungeon. Once you arrive, your group gets to rest. Talk to Milly, and advance on Murdaw's Keep.



WALKTHROUGH

FULL PLATE ARMOUR

CANNIBOX

1150G

ENTRANCE

CHAIN WHIP

SEED OF LIFE



MURDAW'S KEEP

RECOMMENDED LEVEL
(19 TO PROCEED)

18

ACTIONS REQUIRED

- Enter Murdaw's Keep and talk to Nevan on the first floor
- Watch a scene involving Carver on the third floor (He learns Knuckle Sandwich)
- Confront Murdaw at the end of the dungeon
- Fight Murdaw twice, and defeat this monstrous lord
- Meet with the King of Somnia and receive your reward (you get the lightning staff)

LOCAL TREASURE

1,800 GOLD
AMOR SECO ESSENCE
FIRE CLAW
IRON MASK

LOCAL MONSTERS



GRIM KEEPER
HARMOUR
HEALSIME
MURDAW
PESKY JESTER
PRICKLY PRANKSTER



SCULPTRICE
SLUMBERING RAM
SORCEROR
UNDETURED SERVANT
URNEXPECTED



THIS TIME IT'LL WORK LIKE A CHARM

Mordaw's Keep looks much like it did the last time your hero came here. Luckily, you have a lot more resources to draw upon for this encounter.

Look around the entry room before you begin. Talk to Nevan; he'll say a prayer that locks your group into this area. That way, should the worst happen, your party won't be destroyed if they are defeated. Instead, they'll be able to heal, rest, and return to the keep.



room. There, you get an iron mask, an amor seco essence, and 1,800 Gold.

Climb back up and use the other exit from the first level (the opening in the upper left side of the room). This takes your group down a winding hallway. On the other side is a large room. Carver bumps into someone important, and he gains a new ability because of it. Knuckle Sandwich falls more often than Double Up, but it doesn't expose the big guy to as much damage in return.

The final battles are in front of your group, but there is still some treasure to be gained here. Open the door in the lower-right and take the stairs beyond. You have to activate and kill a statue on the way in, but these sculptrices aren't deadly as long as you let Nevan heal while everyone else beats on the target.

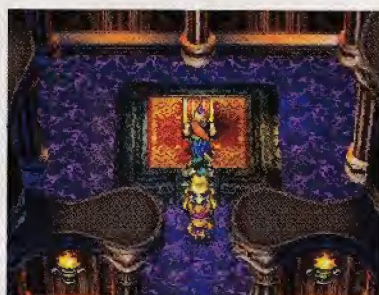
Free Healing!!!



To save MP, use the Staff of Ghent for in-battle healing. This is a major boost to your party's survivability in this dungeon.

The urn in the lower level is an enemy. Urnexpecteds are like canniboxes (but meaner!). Don't mess with one of these foes unless you really want to roll the dice, and this isn't a dungeon where that's a great move.

Instead, clear your way to the left, and look at the top of the map. There is a fire claw in a chest. This weapon is



a great upgrade for Carver, and you need all the firepower you can muster for the boss fight that's coming up.

Make your way back to the room where Carver had his scene, and take the main door. Before reaching the end of the adjoining chamber ensure that Nevan has the Staff of Ghent. This provides major healing in the next battle. Equip all characters with high single-target weaponry. If you've found any items that raise the dead, give them to someone tough! The hero and Carver are both good choices. This way, they can revive Nevan if he falls during the end fights.

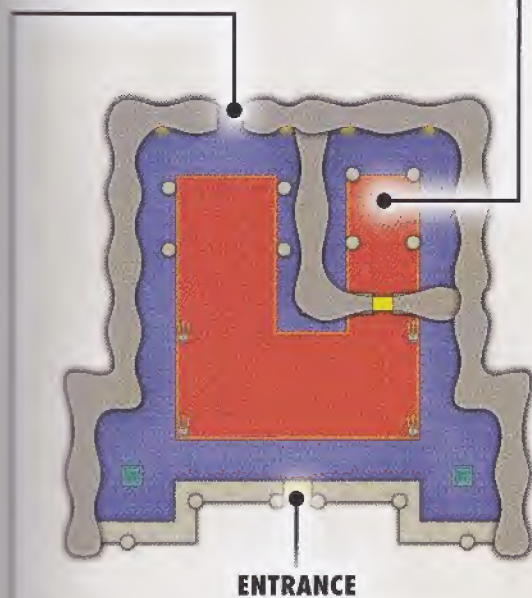
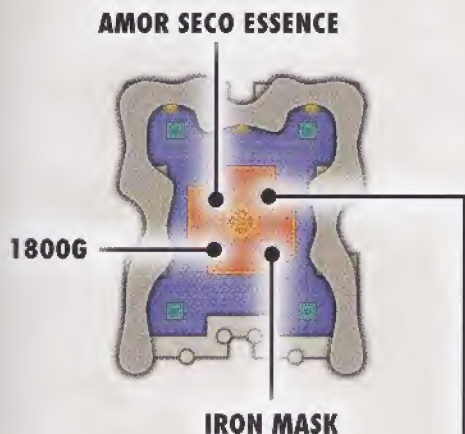
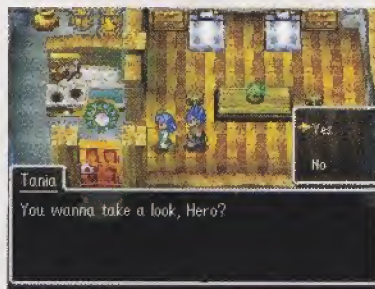
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WALKTHROUGH

TAKE TWO

Murdaw sends your party elsewhere as soon as he can; he is a consummate coward. When your hero wakes, Tania will insist on examining a mirror. Luckily, this break heals everyone in your group and restores their MP, so Murdaw kind of shot himself in the foot.

As soon as you return, the battle begins.



MURDAW

AND

PRICKLY PRANKSTERS



HP	500
MP	90
ATTACK	95
DEFENCE	105
AGILITY	47
EXP	1000
GOLD	0

HP	520
MP	0
ATTACK	92
DEFENCE	75
AGILITY	37
EXP	530
GOLD	150



This fight isn't too vicious (it gets worse soon after). Murdaw has two prickly pranksters on his flanks, and all targets come after your party aggressively. Have Nevan use the Staff of Ghent every single round on the individual who needs healing the most.

Let your hero and Carver do the real damage. Be careful when you use Double Up in this fight and in the following battle. Murdaw's area-of-effect attacks require severe healing, and you don't want to put any undue burden on your healers!

Murdaw shakes off Sap in both of these fights, so save your hero some effort.

Because area-of-effect attacks are common here, it's important to have both the hero and Milly on standby. If they don't need to heal in a given round that's fine, but always err on the side of caution. When Milly isn't healing, have her Buff Nevan, then herself.



Don't bother killing the pranksters. Murdaw can summon more of them to the battle, and the sooner he dies the better your life is going to be.

In addition, it's useful to have a round or two to heal fully after Murdaw dies. That lets you enter the second stage without any vulnerable characters.





HP	900
MP	INF
ATTACK	109
DEFENCE	102
AGILITY	35
EXP	2270
GOLD	580

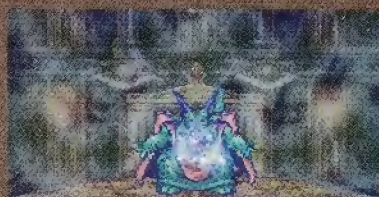
ROUND TWO: FIGHT

5

Murdaw gets really ugly after you embarrass him. The second stage is undoubtedly the hardest battle up to this point in the game. Murdaw can attack twice a round when the mood strikes him, and each action can be agonizing.

Possible actions: Chilly breath (area-of-effect), lightning (area-of-effect), blinding ability (area-of-effect), sleep attacks, and more.

On the worst rounds, you should expect Chill Breath and Lightning. These attacks can dish out about 80+ points of damage to all party members, so don't rely on 50% or even 75% health to be enough for all



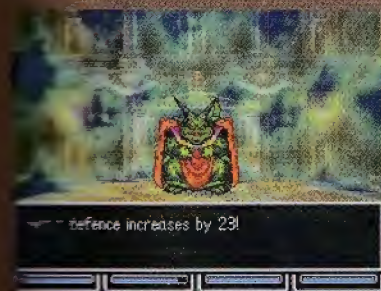
Murdaw breathes chilly breath!

characters. Instead, go by hard numbers. Keep each character above 100 HP at all times. If you have to have the hero, Milly, and Nevan all on healing duty, so be it. In fact, you should expect to use this tactic during the heavier turns of combat.

When Milly gets even a moment to herself, Buff Nevan! He's the most vulnerable character. If possible, have her Buff herself and the others during future turns.

Carver, with his new fire claw, is the key to victory. He's the

only one who is likely to do heavy damage. Let him carry the heavy weight while everyone else keeps the group going. Compulsive healing by the other characters really is the key to success.



After defeating Murdaw, the hero is taken back to Somnia Castle and you receive a lightning staff for your trouble. Your group is allowed to keep the Providence, for now, and there is word that Alltrades Abbey can be visited.

Save your game, and start the next phase of your great adventure.

WALKTHROUGH

ALLTRADES ABBEY HAS BEEN REPAIRED

RECOMMENDED LEVEL

19

ACTIONS REQUIRED

- Travel to Alltrades Abbey
- Return to Ghent in the real world
- Assign jobs for your characters (optional)
- Board the Providence (south of town) and set sail

LOCAL TREASURE

SEED OF LIFE
SEED OF MAGIC
MINI MEDAL

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
STEEL BROADSWORD	2000
MORNING STAR	3000
CAUTERY SWORD	4400
BONE STAKE	110
STONE FANGS	240

ARMOUR SHOP

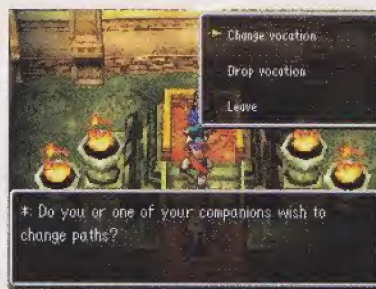
EQUIPMENT	COST (IN GOLD)
RAGS	25
LEATHER KILT	220
FUR CAPE	550
FULL PLATE ARMOUR	2300
SLIME GOONIFORM	330
POINTY HAT	70



ALL TRADES, ALL THE TIME

Alltrades Abbey is still destroyed in the real world, but a soldier in Somnia says that he dreamt of Alltrades Abbey and that it had been repaired. So, Zoom to the dream world to reach the functional version!

Do this now. It's fun to figure out a good combination of vocations for your party members. If you'd prefer a simple loadout, try two militant vocations, a priest, and a mage. An absolutely classic party would include a warrior, a martial artist, a mage, and a priest. However, there are MANY viable combinations, and you can experiment as much as you want.



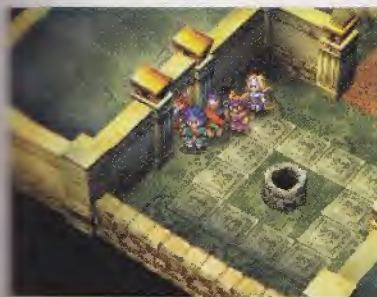
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Mix and Match

For high-speed leveling and gold farming, a militant group is the best. For example: two warriors, a martial artist, and a mage. Leave a priest in the wagon and let them do all the healing outside of battle. For boss fights, a party needs more survivability. Thus, the priest needs to come into the group, and you can easily sacrifice some of the damage output to make room.

The man who helps you change vocations is at the top of the main level. There are also stores, a bank, a priest, a Fatty's Party Planning Palace, and an inn. This place has most of the amenities. Toward the middle of the top floor are two people who'll let you know how many battles are needed to advance in your careers and what these vocations actually do.



Search the lower level of the Abbey for a mini medal (it's at the top of the map, in the room with torches and pots). The other treasures flank the well at the bottom of the basement. They're in side rooms that are somewhat hard to spot, so be on the lookout when you see the well.

When you're done here, switch worlds and Zoom to Ghent. Notice that the Providence is moored just south of town. Board the ship and prepare to set sail.

WALKTHROUGH

Skip to the End

If you don't want to recruit a new character at this time, skip the next couple of sections and move on to **Rebolt** instead. The character you recruit in the next two areas is optional, but he's an awesome addition to the team. You may want to seriously consider recruiting him.

A TRIP TO SCRIMSLEY (OPTIONAL)

RECOMMENDED LEVEL

19

ACTIONS REQUIRED

- Explore as much as you like (Optional)
- Sail east from Ghent and look for a signpost on the northern coast
- Disembark and head to Scrimpsley, to the north
- Talk to Amos, the town hero
- Stay at the town inn for the evening
- When you wake up, head to the inn's roof and move to intercept the Scrimpsley Terror
- After defeating the Terror, talk to the innkeeper and rest
- Talk to the old woman in the house on the south end of town
- Leave Scrimpsley and search for the seeds of reason
- Give the seeds of reason to Amos

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
STONE FANGS	240
IRON CLAW	700
EDGED BOOMERANG	1500
STEEL FANGS	2000
STEEL BROADSWORD	2000
CAUTERY SWORD	4400

LOCAL MONSTERS



SCRIMPSLEY TERROR

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
FUR CAPE	550
FULL PLATE ARMOUR	2300
CLOAK OF EVASION	3000
IRON SHIELD	720
SHELLMET	250
IRON HELMET	1100

ITEM SHOP

EQUIPMENT	COST (IN GOLD)
MEDICINAL HERB	8
ANTIDOTAL HERB	10
HOLY WATER	20
MOONWORT BULB	30
CHIMAERA WING	25

LOCAL TREASURE

15 GOLD
3 GOLD
ANTIDOTAL HERB
MINI MEDAL (X2)
RAGS
SCALE SHIELD





THINGS ARE GOING BUMP IN THE NIGHT

Scrimpsley is a nice little town, and it has good citizens. That said, they're acting a bit strange. No one seems to want you to stay at the inn, and there are holes around the town square. Has something been tearing up the place?

Search for mini medals in two spots. One of them is in the holes that were just mentioned. The other is inside a building that is north of the item shop.

It turns out that there is a town where his name is Amos and everyone around there loves him. Sadly, Amos isn't feeling well at the moment. Go and talk to him. His house is on the northwestern side of town.



Meet with him, then save your game at the church and rest at the inn. The innkeeper makes another attempt to wave off your party, but push back and say that you'd really like to stay in Scrimpsley for the evening.

When you wake, use the stairs inside the inn to head up to the roof. Drop down from there and confront the monster that is causing a ruckus. A battle begins!

THE SCRIMSLEY TERROR

HP	1300
MP	0
ATTACK	105
DEFENCE	95
AGILITY	65
EXP	310
GOLD	0



The melee and special melee attacks from this monster are pitiful, so they aren't much of a concern. Instead, you're waiting for the stomp attack that does major damage to everyone in the party. If you keep everyone in the party healed and over 80-90 HP, you shouldn't have any problems at all. You can even Double Up with Carver, so long as he stays properly healed. Lay off the heavy attacks after a stomp has occurred, and let your party recover before you turn up the heat a second time.

The Terror is hard to Sap, but if you have a priest with the Kabuff spell you can ignore just about everything else the Terror has to throw at your party.

The townsfolk approach you after the battle ends. They ask that you get some rest, and you have to acquiesce. You find out more from them in the morning. Now you can rest at the inn with impunity, but your rest will be somewhat disturbed each night.

Speak with the old woman on the south side of town. She has an idea that would help get rid of the monster for good!



KEEP QUIET, FOR NOW

Don't tell Amos about the monster. Doing so causes you to lose a useful opportunity later on, and it also prevents your party from being able to do as much good here. Don't tell him anything, for now, to do the right thing later on.



Leave town once you are ready. You are now in search of the seeds of reason, and they aren't that far away.

HAZY HEIGHTS (OPTIONAL)

RECOMMENDED LEVEL
(21 TO PROCEED)

19

ACTIONS REQUIRED

- Walk northeast from Scrimpsley until you find a special mountainous area
- Climb to the top of the mountain and talk to a plant
- Search one space to the left of that plant to find the seeds of reason
- Return to Scrimpsley and give the seeds of reason to Amos (Amos joins the party)
- Travel east, to Arkbolt

LOCAL TREASURE

MORNING STAR



LOCAL MONSTERS



ARRGHGOYLE
CLOUD SURFER
HELL NINO
MALEVOLAMP
PESKY JESTER



PORKER
SLUMBERING RAM
SNIPING BARKSMAN
UNDENTURED SERVANT

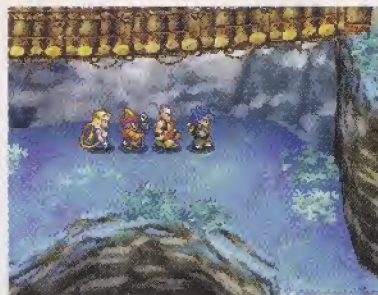
A REASONABLE QUEST

Your goal is at the top of the area. To reach it, the party has to switch between several cave systems. The first is almost directly above the entrance. Climb up and travel inside.

When you get to the other end of the cave, climb a nearby ladder and look left. There is another complex. This one doesn't lead anywhere, but there is a chest at the end of it, and you are able to loot a free morning star for your trouble.

Return to the previous cave's exit point after you obtain the morning star. Turn to the right this time and proceed in that direction. Your party passes under a bridge, so you know that you're going in the right direction.

Now things start to get linear again. The cave ahead leads to the top of the area (near the bridge). Take the bridge left, to the other peak of the mountain and keep exploring until you reach the top. There aren't any other treasure chests or side routes at this point.



WALKTHROUGH





Use Caution with New Vocations

Don't be too cavalier with your party. Even though you've faced most of these monsters a number of times, it's important to remember that you might have slightly weaker party members at this time. Characters that have been changed to mages or other weak vocations may have low HP. Because of this factor, it's easy to get taken out by high damage monsters like pesky jesters when you don't heal properly after battle.

Interact with the green sprout at the top of the mountain. Tell the plant that you're looking for the seeds of reason. He'll tell you to search nearby. Try pressing **A** in the spot that's just one space left of the plant. You get to pick up the seeds without a fight, then you're free to Zoom back to town.

Go to Amos' house in the northwestern part of town and talk to him. Give Amos the seeds of reason and watch what happens. Ask him to join the party afterward and he'll happily do so! You've just gained a strong ally, and you have performed a nice favor for Scrimpsley as well. Good job!

Before you continue, think about going to Altrades Abbey to start Amos on a vocation.



ARKBOLT

RECOMMENDED LEVEL

21

ACTIONS REQUIRED

- Sail east, away from Scrimpsley
- Land on the far side of the sea and walk east to reach Arkbolt
- Go inside the castle and talk to Bronson, a guard who is blocking the path; prove yourself to him
- Attack Brick and Brock on the third floor
- Talk to the King and agree to help him; talk to Brutus afterward and say that you'll meet him in the training room
- Go to the training room and fight Brutus to prove yourselves one final time
- Talk to the King and the Chancellor in the throne room, and pick up a large coffin
- Leave Arkbolt and travel northwest

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
STEEL BROADSWORD	2000
MORNING STAR	3000
BATTLEAXE	4300
CAUTERY SWORD	4400
SPIKED STEEL WHIP	7400

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
FULL PLATE ARMOUR	2300
SILVER CUIRASS	3200
DANCER'S COSTUME	1300
IRON SHIELD	720
MAGIC SHIELD	5000
IRON MASK	3500

LOCAL TREASURE

MINI MEDAL (X2)
SILK ROBE
SLIME GOONIFORM

LOCAL MONSTERS

BRICK
BROCK
BRONSON
BRUTUS

ITEM SHOP

EQUIPMENT	COST (IN GOLD)
MEDICINAL HERB	8
ANTIDOTAL HERB	10
CHIMAERA WING	25
GOLD BRACER	350



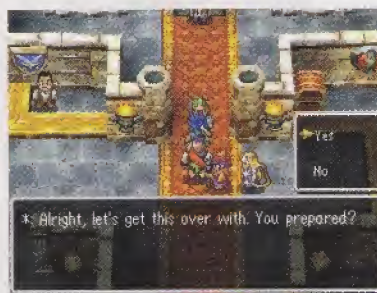


PEOPLE ARE KIND OF TESTY AROUND HERE

Arbalt is having problems with a monster off in some nearby cave, and rumor has it that the King is willing to issue a great reward to anyone who can help out. That sounds great, but his soldiers are a bit picky about who they allow to try out.

The initial gate guards let your party in without a real fuss, but you can't explore too far before you meet up with Bronson; he's a soldier blocking the way into the main part of the castle. Consider resting at the inn and buying any new equipment before you decide to face him.

Bronson attacks once you tell him that you are ready and that you want to prove yourselves.



BRONSON

HP	1300
MP	0
ATTACK	105
DEFENCE	95
AGILITY	65
EXP	310
GOLD	0



The first of Arkbolt's "elite" soldiers isn't much of a test for your party. Bronson relies entirely on physical damage, so Kabuff can keep your whole party from taking any real damage throughout the fight. Cast it twice and wade through this chump.

Even if you don't have Kabuff, this guy is a pushover.

With Bronson defeated you are allowed to climb to the second floor of the castle. Search the surrounding area for a mini medal (on the left side of the floor). There is a second medal in the kitchen.

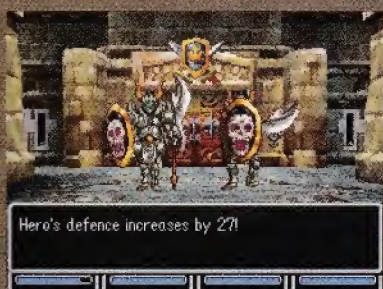
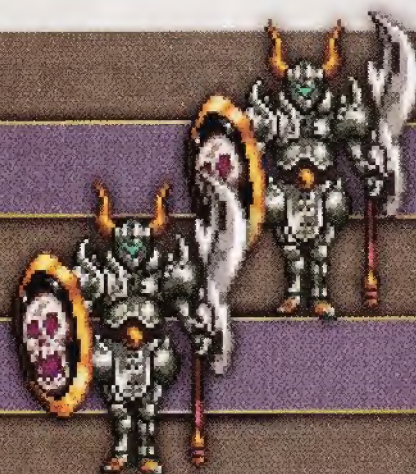
The item store is also accessible now. It's hard to reach but you can follow these directions. Go outside once you reach the second floor. The stairs you want to take are in the northeast corner. They continue down. Climb down again to take your party outside, onto the castle grounds. Walk left under a walkway, and you end up meeting a merchant who really got lost. Buy his gold bracers; they're great for defense, and a fair number of vocations can equip them!

Okay, it is time to move on to the second test. Go all the way back to the walkway outside the second floor. Two guards block the doors at the northern end of the map. Talk to them when you're fully healed and ready to go.

BRICK AND BROCK

HP	1200
MP	INF
ATTACK	85
DEFENCE	72
AGILITY	20
EXP	120
GOLD	0

HP	1300
MP	0
ATTACK	115
DEFENCE	83
AGILITY	8
EXP	110
GOLD	0

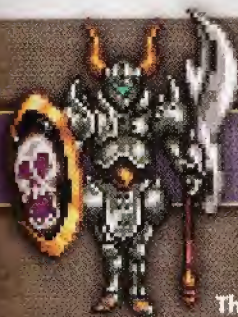


Brick has some great spells, but he's still the secondary target in this fight. Brock is a defensive fighter, and he knows how to keep his friend alive. He'll spend many of his rounds protecting Brick, and that eats most of your damage when it happens.

Put someone on Kabuff duty, if possible. As with the previous fight these guys are dependant on physical attacks for all of their damage. Brick tries to counter with Kasap, but as long as you keep using Kabuff that won't be a problem.

Take out Brock and team up on Brick. He'll be helpless without his friend. Even when he Oomphs himself he won't be able to do lethal damage.

Go inside the throne room and talk to the King. He's a decent fellow, and he explains why you have to jump through so many hoops to start the next mission. Begging your pardon, he asks that you defeat one final target. When you're up to it, agree to fight Brutus. Talk to Brutus, then head out of the throne room and take the stairs in the southwest corner of the castle. Talk to Brutus again to start the battle.



HP	1800
MP	80
ATTACK	140
DEFENCE	105
AGILITY	75
EXP	450
GOLD	0

BRUTUS

This is yet another encounter where you should use double Kabuff tactics from the beginning. Brutus wastes most of his rounds afterward with attacks that deliver trivial damage. However, you should stay on top of healing at all times. Keep all health over 100, if at all possible.

Every so often, Brutus nails the party with an area-of-effect attack that does crippling damage. Stop all risky damage output by putting at least two characters in your party on healing duty and recover as soon as possible. As long as you manage these factors carefully, everything should be fine.

Brutus doesn't have any disabling attacks, so everyone who isn't healing can stick with regular, damaging attacks.



After your party defeats Brutus, follow the king to the throne room. Speak with him there, then approach the Chancellor about getting a coffin to carry around. People do things their own way in these parts.

Anyway, it's time to rest, save, and leave town.

5

WALKTHROUGH

WAYFARER'S PASS

RECOMMENDED LEVEL
(22 TO PROCEED)

21

ACTIONS REQUIRED

- Go to the bottom of the cave northwest of Arkbolt and deal with that big monster
- Return to Arkbolt and speak with the King
- Go back through Wayfarer's Pass, and continue on to the north

LOCAL TREASURE

580 GOLD
BATTLEAXE
SEED OF RESILIENCE

LOCAL MONSTERS



ARRGHGOYLE

BIGUANA

DIETHON



HARMOUR

HELLSTALKER

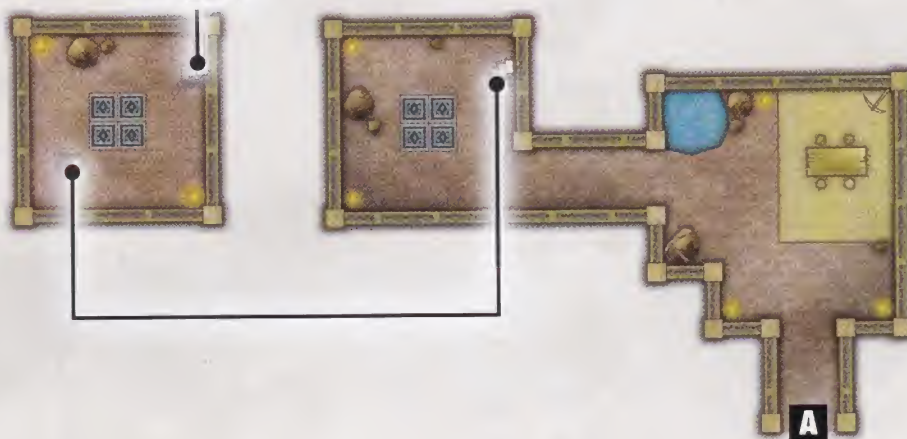
JUMPING JACKAL



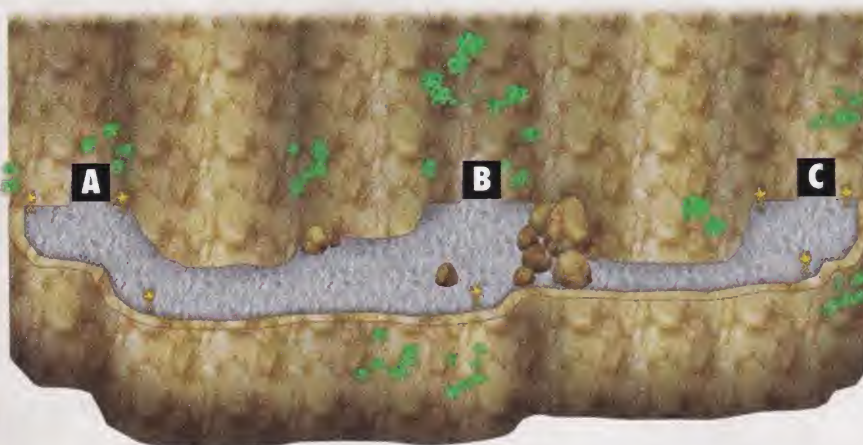
TOXIC TURNIP

UNDENTURED SERVANT

ENTRANCE



EXIT





EMPTY

EMPTY

580G

SEED OF RESILIENCE

B



BATTLEAXE

A SPOT OF COMPETITION

Warrior's Pass is a tunnel northwest of Arkbolt. It's along the line of mountains above the city, and it's supposed to connect to the other side of the region. Normally, the workers can't fix a cave-in because monsters have infested the tunnels.

Go through the first two areas; they're completely safe. Talk to the workers and soldiers as you go. Another adventurer is here ahead of you, but that won't cause any issues with your current quest.



The soldiers are holding the line against a couple of nastier enemies.

You spot these two by the entrance to the main portion of the dungeon. One is a jumping jackal and the other is a hellstalker. This pair of beasts does a huge amount of damage, but their health is low. Focus all of your firepower on the jackal to eliminate it quickly. Then, heal while slashing the hellstalker to pieces.



5

WALKTHROUGH

Victory grants you access to the rest of the caverns. There are only a few maps, so it won't take long to complete. Get both pieces of treasure in the first room. One is on the far right side. Go for this chest first, because the other chest is on the left, and you can get that while moving toward the stairs.

At the top of the map there is an empty chest and a wounded beast. Whoever came here must be doing a good job, but it's a shame you can't score more loot.

Climb down to the next level. Search the upper-right side of the map for the final piece of treasure, and go all the way to the lower-left to reach the other set of stairs. These take you to the bottom of the tunnels.

There are eggs in this level that contain diethons. They are cool-looking monsters, but you don't have to fight any of them if you are not interested. Many of the eggs have been broken already.

To the north there is a battle set to begin. The adventurer you're following is squaring off against a mighty lizard. Interact with the monster and watch the awesome sequence that ensues. Leave the dungeon after it concludes.



The Slow Way Out

You cannot cast Evac until you've gone up a few floors and met with the soldiers again. One of them takes the coffin off of your hands. Afterward, Evac starts working normally once again. Use it, and then Zoom back to Arkbolt.

Once there, talk to the King.

After resting and saving in Arkbolt, use Wayfarer's Pass to cross the mountains. The workers have completed their repairs, so your party can get through quickly and without mishap. Pass the first entrance with the guard to reach the newly available section of Wayfarer's Pass.

Continue your journey north when you leave the tunnels behind.

JUST PASSING THROUGH

RECOMMENDED LEVEL

22

ACTIONS REQUIRED

- Search for the three houses on the other side of Wayfarer's Pass and rest (optional)
- Climb the mysterious stairs west of the settlement, then look for a cave to the south
- Pass through the cave, using another traveler's inn on the way
- Enter the town of Aridea on the other side of the cave

LOCAL TREASURE

7 GOLD
GOLD RING
HOLY WATER
MEDICINAL HERB
MINI MEDAL (X2)

THESE POOR FOLKS HAVE SO LITTLE...TO STEAL

The three houses don't have much of value. The middle house is used as an inn, so your party can rest if you like. Otherwise, the mini medal in the top building is the only point of interest.

If you talk to the locals, they'll mention a place to the west that is out of the ordinary. That's right up your alley, so why not check it out? Supposedly there are stairs that appear in the middle of the wilderness, leading off into the sky.



Walk to the west of the homes; the stairs are indeed sitting there, in the middle of the wilderness. Climb them into the heavens and walk south once you reach the summit. Your group soon encounters a cave. Go inside and loot a mini medal from the southern part of the tunnels. In the middle of the small cavern is yet another traveler's inn (they're pretty common around here). Rest if you want, and take the exit to the west. This spits you out next to a town.



ACTIONS REQUIRED

- Talk to several key people in Aridea
- Night falls; join the villagers on the mobile island (it's west of town)
- Talk to the man by the dock and then tell the navigator that you're ready to go to the Isle o' Smiles
- Have two drinks at the bar and then rest
- Battle with Jamirus

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
EDGED BOOMERANG	1500
MORNING STAR	3000
BATTLEAXE	4300
LUNAR FAN	5500

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
FULL PLATE ARMOUR	2300
TORTOISE SHELL	2500
SILVER CUIRASS	3200
MAGIC SHIELD	5000
SHELLMET	250
SILVER TIARA	450

LOCAL TREASURE

HOLY WATER
MINI MEDAL (X2)
WAYFARER'S CLOTHES

LOCAL MONSTERS



JAMIRUS

ITEM SHOP

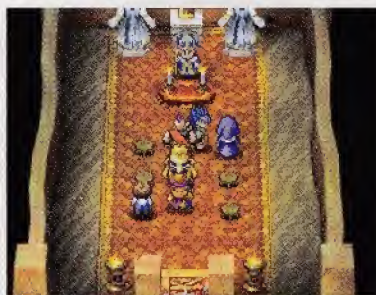
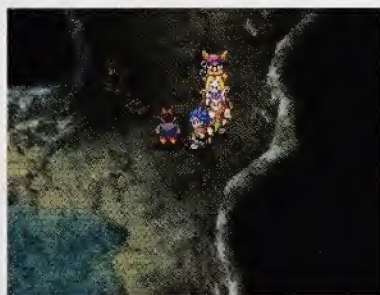
EQUIPMENT	COST (IN GOLD)
MEDICINAL HERB	8
MOONWORT BULB	30



THEY'RE NOT DIRT POOR; THEY'RE DIRT RICH

Aridea is a town that has seen better days. Its well is drying up, no one has much money to spare, and the population isn't booming. Yet, many of its citizens are excited about something. They're all talking about a land where everything is perfect, and free. And, it's available to everyone.

You'd better talk to a few more people to see what's really going on. To advance the story, talk to the following folks:



Skip Tickle (in the weapon shop)

The man in the western house

A sister at the church

A woman in the southeastern home

The man inside the well

An old couple in the southwest house

Once you've spoken with everyone, night will fall. Save your game and exit the town, leading the group west. A mobile island is at the end of a peninsula. Get onto the island and tell the man on the docks that you're interested in the Isle o' Smiles.

The island is basically a huge ship that can ferry people around the ocean. Inform the ship's navigator, nearby, that you're ready to go. He'll set off for the Isle and leave you to your own business. Go down below and check out the party scene! People are having a good old time. Talk to the bartender and have a couple of drinks, on the house, and see how things turn out.

AMBUSH AHEAD



In case you aren't paranoid, this is a good time to get your party ready for a boss fight. Right after the mobile island scene ends your group will have to face a major boss. Equip your party for that type of combat.



After a series of events, your party is taken to another location. There, a battle begins with a demon named Jamirus. You can't avoid this, so get your party ready before you deal with the bartender.

JAMIRUS

HP	1500
MP	0
ATTACK	178
DEFENCE	125
AGILITY	65
EXP	1050
GOLD	430



Jamirus is a brutal adversary. Unlike many bosses, it's not his area-of-effect damage that dominates the battle. Instead, he tends to do burst damage. Thus, you might suddenly lose a healer or caster in the rear lines. It's hard to compensate for this, because Jamirus keeps pressure on multiple party members throughout the fight, so you have to keep everyone topped off as best you can. Jamirus attacks early in rounds and can double his attacks periodically, so it's hard to estimate where he will turn his attention.



Having two major healers is a tremendous boon in this fight. Going forward with only a single healer is reckless.

The hero, Carver, Milly, and Nevan are the best team you currently have for this encounter. Assign Nevan to healing duties, and let Milly switch between healing, buffing, and any other supportive duties.

After Jamirus falls, leave the temple and go back to the mobile island; it's south of your current location. Get on the island and tell the old man there to head back to Aridea.

While on the way, go into the bar and search the barrels for another mini medal. There are stairs down to the "ship's" hold, but none of the cells can be opened at this time. You need a better key! When you're done exploring the ship, tell the merchant at the bar that you'd like to rest until docked at Aridea.



GO VISIT MEDFORD'S MANOR (OPTIONAL)

RECOMMENDED LEVEL

22

ACTIONS REQUIRED

• Travel to Medford's Manor

• Turn in your mini medals to King Medford Medallion



COLLECTOR EXTRAORDINAIRE

King Medford Medallion lives northwest of Haggleton, in an area that used to be a huge pit. You know where that is; your hero fell down there some time ago! Make your way over there now and turn in all of your mini medals. There is never a downside in doing this; your mini medals count toward a cumulative goal, so every prize is just a stepping stone along the way. By now, you should have enough medals for a staff of divine wrath!

There aren't many other services at Medford's Manor. You can visit to rest, or look around. After you've checked out the other places, leave the area and Zoom back to Aridea.



MINI MEDAL PRIZE LIST

MEDALS	REWARD	MEDALS	REWARD
15	STAFF OF DIVINE WRATH	60	SACRED ARMOUR
25	RAGING RUBY	70	METAL KING HELM
30	PLATINUM SWORD	80	GLOMBOLERO
40	MIRACLE SWORD	90	DRAGONIC DILIGENCE
50	SANDS OF TIME	100	ROBUST LINGERIE

SAILING DOWN A DREAM

RECOMMENDED LEVEL
(23 TO PROCEED)

22

ACTIONS REQUIRED

- Set sail from Aridea and search for small locations with valuable treasure (optional)
- Take the wilderness stairs in the southern half of the world; they're on a moderately-sized island, north of the large desert continent
- Proceed south after you take the stairs and enter a guard post
- Rest at the post, watch a slime knight moving through the area, and get another mini medal
- Leave the guard post and walk south until you enter a farming hamlet

LOCAL TREASURE

3,700 GOLD
MEDICINAL HERB
MINI MEDAL (X4)

LET'S COLLECT MORE MINI MEDALS

Use the mobile island to sail away from Aridea. Far to the west is a tiny island with a hermit. His pots have a mini medal, and the old guy has a story to tell of some nifty gear. These legendary artifacts are probably worth collecting.

There is another mini medal far to the south. Sail between the continents and don't stop even after you hit the next large landmasses. Instead, find the small passage in-between the continents. This lets you sail almost all the way to the southern part of the world, and there is a cave on land once you approach the bottom.



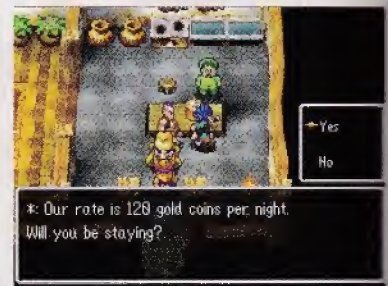
Go into that cave and search two graves for a medicinal herb and the mini medal. You also find out a bit more about one of the legendary items that the hermit referenced.

A more dangerous mini medal is found inside a well, not too far from the last cave. Sail back up the narrow channel and disembark on the eastern shore when you get back to the northern area. Walk east, and look for the well. There are deadly monsters within, but another mini medal is yours if you're brave enough to take it. The northern part of the well has a second chest; there are 3,700 Gold within, so this is not a bad detour either.

Once you've gathered these fine items, leave the well and start looking for another staircase that leads into the world. This one is located in the middle of the world map; look on the largest island in the sea south of Murdaw's keep. Take those stairs and walk south after you reach the other side.

Your party comes to a guard post. The soldier here complains about sleeping on the job, but this is not your concern. He's awake now, and the door is open (just in time)! On the eastern side of the post is an inn with a mini medal that's ripe for the taking. Your group also spots a slime knight who is heroically making his way to the regional castle.

Rest if you need to, then continue south from the guard post. The farming town of Howsworth is close by.



HOWSWORTH

RECOMMENDED LEVEL

23

ACTIONS REQUIRED

- Search the town for mini medals (optional)
- Continue east, toward Howcastle

ITEM SHOP

EQUIPMENT	COST (IN GOLD)
MEDICINAL HERB	8
HOLY WATER	20
STONE AXE	550
FUR CAPE	550
TORTOISE SHELL	2500
FUR HOOD	400

LOCAL TREASURE

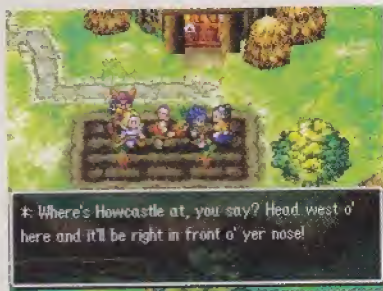
MINI MEDAL (X2)
MOONWORT BULB



WALKTHROUGH

HOW MUCH WORTH IS A HOWSWORTH WORTH?

There isn't anything that really needs to happen here right away, but it's been a long road and your party could use the easy treasure and relaxation time that this town offers. Look for mini medals in two places. One of them is in the inn; use the door behind the proprietor to access this fenced-in area. The other mini medal is in a building at the top-left side of town.



If you'd like, talk to the villagers and find out a bit about the local rulers. There is a castle fairly close by and quite a few people are interested in how things are going with the royalty.



Some Time to Yourself

If you have been following this walkthrough closely, you may have been racing through dungeons and regions without taking some spare time to level characters or improve their vocations. At this point, many players may wish to grab a few extra levels to improve their odds in boss fights. If you prefer a challenge, stick with the levels that are recommended here as minimums. You may want to spend an hour or two destroying everything in sight for the easy levels. There is certainly nothing wrong with this approach either.



After looting the town, continue west until you reach Howcastle.

HOWCASTLE

RECOMMENDED LEVEL

23

ACTIONS REQUIRED

- Climb to the second floor of the castle and meet the king
- Agree to help the King and then go off in search of Howard
- Talk to the boy in Howard's room (accessed via the underground passages)
- Search the barrels on the eastern side of the main floor
- After finding Howard, talk to the King again
- Go downstairs, and search for Howard again after he wanders off; he's on a balcony accessed via the basement's south exit
- Talk to the Prince and take him out of the castle
- Travel south and enter the Hallowed Hollow

LOCAL TREASURE

MINI MEDAL

SEED OF MAGIC

SEED OF WISDOM



BROWN NOW, HOW...CASTLE

Your party gets to Howcastle only moments after leaving the previous town. It's an easy journey, and Howcastle has several rewards. You can find a few goodies just by searching around the building. On the first floor, the kitchen has a mini medal and a seed of magic. A seed of wisdom is in the basement, on the left side. Once you have these items, climb to the second floor of the building and go into the King's chambers. He'll greet you warmly.

5

WALKTHROUGH

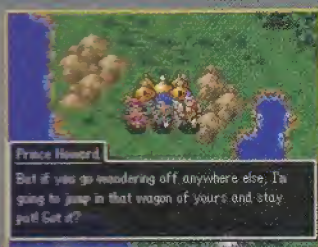


Agree to help the King with his family problem, then search the castle for his son Howard. After going up the western staircase in the basement and speaking to the boy in Howard's room, you can find him on the first floor of the building, hiding inside a series of barrels on the eastern side of the map.

Follow Howard up to the King's chambers and talk to the King again. Your group escorts Howard downstairs, but he skitters off again. Search for him in the underground tunnels. Take the exit at the

southern end of the basement. This leads to a ledge where the Prince is hiding.

Now that you have him by the ear, take the boy outside and look for a cave to the south.



He'll Hide Away

Don't Zoom around or leave the general region around Howcastle while Howard is with the party. The Prince isn't a rugged fellow, and he'll hide in your wagon if he feels like you're taking him too far away from home.

HALLOWED HOLLOW

RECOMMENDED LEVEL
(24 TO PROCEED)

25

ACTIONS REQUIRED

- Enter the dungeon, but leave as soon as Howard runs off
- Travel to Howsworth and look for the Prince in the upper-left building
- Bring the Prince back to the dungeon and search for a monster on the second level; attack the blue beast that's blocking your way deeper into the area
- Look for Howard by the treasure chest to the east
- Go through the royally-sealed door at the end of the level and walk down the stairs
- Seek the second test in the upper-right side of the next chamber
- Grab Howard again (he's south of your position after you pass the second test)
- Descend to the final level, get the treasure to the south, and then defeat the third test
- Take Howard into the ceremonial chamber at the top of the map
- Watch the ceremony, talk to Howard afterward, and take the boy home
- Speak with the King and enjoy the evening's festivities
- Talk to the King again the next day and receive the magic key

LOCAL TREASURE

CHAIN WHIP
IRON CUIRASS
MINI MEDAL (X2)

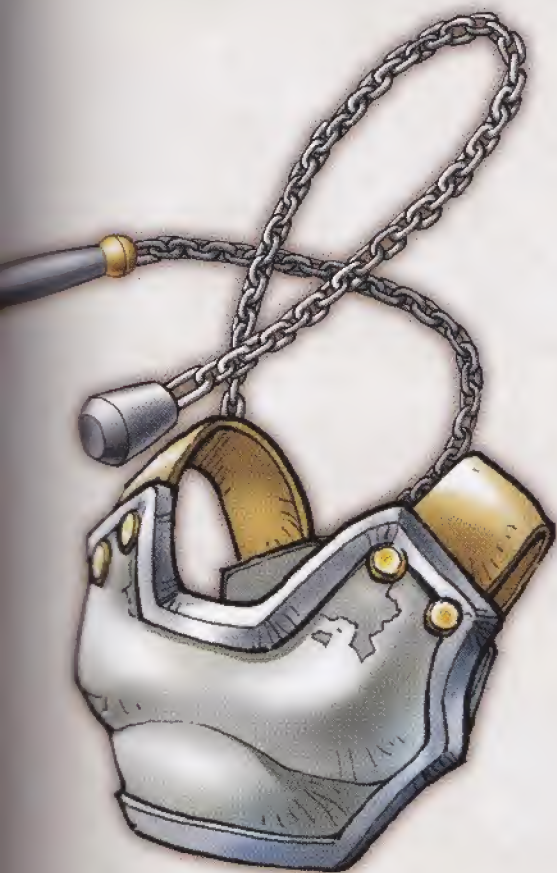
LOCAL MONSTERS



ARRHGOYLE
CANNIBOX
DEVIL GLASS
EWWNICORN
FIRST TEST
HARMOUR
METAL SLIME



SECOND TEST
SLUMBERING RAM
STINKERBELL
THIRD TEST
UNDENTURED SERVANT
WAYWARD ARMOUR



GETTING DIRTY FOR THE SAKE OF PURIFICATION

The Hallowed Hollow is a simple dungeon that is only made complicated by your unwilling compatriot. The key is to grab Howard each time he runs off. You won't get more than a few steps into the dungeon before this happens the first time. Leave the area and travel to Howsworth to get him back. Howard is staying with his friend in the upper-left part of town. Take him back to

the dungeon to resume your quest.

Go down to the second level and look for a blue enemy on the left side.



He's guarding the way down to the next level. Attack this boss and take him out!







HP	1000
MP	INF
ATTACK	90
DEFENCE	20
AGILITY	72
EXP	550
GOLD	220

FIRST TEST

The first test is against a fairly small enemy with low health. Direct physical damage works quite well against him, and his damage output is trivial, so Double Up and other high-risk abilities are just fine.

The only scary attack that the first test uses is a Fuddle Dance that can confuse multiple members of your party. Unless you get REALLY unlucky, this won't be a deal breaker.

If more than one or two members are in trouble, have the rest of your group fight defensively or heal until some of the effects wear off.



You won't be shocked to find out that *Howard the Coward* has run away. He'll be standing in front of a treasure chest that's off to the right. At least it's not far this time.

Get Howard, and open the chest while you're there. It only has a chain whip, but you can always sell this weapon for spare cash. Now, take Howard down to the next level of the dungeon.



You can't go through the door to the stairs unless Howard is with you, but that shouldn't be a problem right now. A set of stairs follows, and these bring you into another large cavern.

Treasure is found in the upper-left side of the area, and another small boss is in the upper-right. Fight him when you are ready.



HP	1500
MP	0
ATTACK	190
DEFENCE	120
AGILITY	63
EXP	750
GOLD	380

SECOND TEST

The second test has a Bound spell for protection, which reflects all magic back at the caster. For an advantage this boss relies on sleep magic to disable your party. Don't try to use Sap (since it will reflect just like offensive magic). Instead, Kabuff your party and use direct physical damage to score the kill.

The second test relies on single-target damage, so healing through its attacks is a simple matter. You won't even break a sweat, even with an aggressive party.



WALKTHROUGH



Howard is south of your party after the fight ends. Recollect him and take the Prince through the door that the second test was guarding.

The final cavern has more loot. Go south to open all three chests as soon as you get there. The chest on the left is a cannibox, but that encounter should result in a free seed of agility for your group. The other chests have a mini medal and an iron cuirass.

After your looting frenzy, walk north, heal, and take on the third test.

THIRD TEST

HP	1300
MP	INF
ATTACK	150
DEFENCE	100
AGILITY	95
EXP	1250
GOLD	680



The third test is certainly the worst of the bunch. This enemy has decent health, much more **damage output**, and the ability to **double attack**. He uses **Bound** to protect himself and Kasap to **expose your party to higher damage**.



Kabuff religiously to counter his Kasap. Having a second healer in the party is quite useful for this encounter because of the test's high damage. If you have a mage anywhere, switch them out for a priest (or a physical damage dealer).

Heal early and often. The third test uses **area-of-effect attacks** almost every round once the fight gets going. It's almost always Kasap followed by an **area-of-effect attack**. If your healers trade off they can keep almost everyone in fairly good shape, as the area-of-effect attacks don't do enough to kill off characters with just two hits.

Once the boss is sliced down, the final door can be opened. Take Howard into the last chamber and watch his ceremony. Talk to him again afterward, then Evac from the dungeon. Zoom back to Howcastle and enter the throne room.

The King is overjoyed with his son's performance. Let the family have their good times, then talk to the King again the next day. He'll question you about the loot from the dungeon. Regardless of the answer, he'll let you keep the goodies that you've already grabbed. Then, he'll award the party with a magic key. These keys unlock all of the red doors in the world, so now everything except the iron bar type of doors can be opened. That means that there is some treasure hunting to do!



USING THE MAGIC KEY (OPTIONAL)

RECOMMENDED LEVEL

24

5

ACTIONS REQUIRED

- Unlock the door in Howard's room and look outside for a mini medal (Howcastle)
- Recruit Goowain from the area outside Howard's room (Howcastle)
- Get a mini medal from a treasure room on the eastern side of Arkbolt
- Get a poison needle from the treasure room mentioned above (Arkbolt)
- Go to Medford's Manor for a new prize



AND HERE WE GO

There are several things to do with your new key, and this is a perfect time to indulge yourself. First, search around Howcastle before you leave. There was a red door in the Prince's room, as you might recall.

Go down into the underground tunnels and search the upper-left side. That's where the Prince's room is located. Go in there, open the door, and see what's on the other side.

There is a mini medal out in the open field. Search the sparkling spot to find it. Then talk to the slime knight nearby. The guy's name is Goowain, and he'll join your party if you let him. He's a cool fellow, so there's no reason not to let the knight come along on your quest.



Next, Zoom to Arkbolt and climb up to the outdoor area of the second floor. Use the stairs in the upper-right and get down into a treasure room. The red door is locked there, but you can open it now. Looting the chamber yields a mini medal and a poison needle.

Finally, take your mini medals to Medford's Manor and obtain a raging ruby for turning them in. Equip it on your best melee damage dealer.

WALKTHROUGH

THE TOWN OF CLEARVALE (DREAM WORLD)

RECOMMENDED LEVEL

24

ACTIONS REQUIRED

- Use the magic key at the shrine near Howcastle
- Fight the scarewell within and descend through the well
- Walk southeast until you find the town of Clearvale; enter it
- Explore the town, and then take the staircase west of town to reach the real world again

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
SLEDGEHAMMER	1800
BATTLE-AXE	4300
CAUTERY SWORD	4400
DREAM BLADE	6300
SPIKED STEEL WHIP	7400

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
FULL PLATE ARMOUR	2300
SILVER CUIRASS	3200
SILVER MAIL	6300
MAGIC SHIELD	5000
IRON HELMET	1100
IRON MASK	3500

LOCAL TREASURE

DANCER'S COSTUME
HOLY WATER
MINI MEDAL
RAGS

LOCAL MONSTERS



SCAREWELL

A TRIP DOWN THE WELL

The shrine near Howcastle (to the southwest) has a well that connects the worlds. Unlock the shrine with your new magic key and enter. The well is guarded by a scarewell, but your party should be able to utterly destroy the poor thing in two or three rounds. Do so.

Climb down the well and travel southeast in the dream world. Clearvale is a town nearby, and that's your destination.





Once there, look around and listen to the locals. They know about a flying bed of some sort. That sounds awfully useful and comfy!



Search the house in the lower-left for a mini medal. There is only one other great item and it's on the second floor of the inn. Search a dresser for a dancer's costume (that's worth selling if you have one already).

See if anyone in your party needs a dream blade before heading out. This particular sword is capable of causing fairly high damage, and you can certainly afford one of them with all of the fighting that you've been doing recently. They are sold at the local weapon shop.

Once all of your chores here are done, leave town and walk west until you find another set of stairs that lead between the worlds. When you get back to the real world, turn east and make your way to the real Clearvale.

WALKTHROUGH

CLEARVALE (IN THE REAL WORLD)

RECOMMENDED LEVEL

24

ACTIONS REQUIRED

- Enter town and visit the local church
- After the scene at the church ends, visit the Tress family on the right side of town
- Leave Clearvale, and walk northeast until you reach Destiny's Drop

LOCAL TREASURE

50 GOLD
CHIMAERA WING
MINI MEDAL
RAGS
SEED OF STRENGTH
WAYFARER'S CLOTHES

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
SLEDGEHAMMER	1800
BATTLE-AXE	4300
CAUTERY SWORD	4400
DREAM BLADE	6300
SPIKED STEEL WHIP	7400

ITEM SHOP

EQUIPMENT	COST (IN GOLD)
MEDICINAL HERB	8
ANTIDOTAL HERB	10
HOLY WATER	20
CHIMAERA WING	25
HAIRBAND	150
SILVER TIARA	450

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
FULL PLATE ARMOUR	2300
SILVER CUIRASS	3200
SILVER MAIL	6300
MAGIC SHIELD	5000
IRON HELMET	1100
IRON MASK	3500

THE SAME TOWN, BUT MORE SOMBER

Once you reach the real Clearvale it's easy to look around and find even more loot. There is a seed of strength here; it's in a building on the Northeast side of town. The lone mini medal is in the southwest building. Look in a dresser to collect it. Check to see if you're up to 30 mini medals at this time. If so, take a break from the adventure and go to Medford's Manor to get your platinum sword reward!

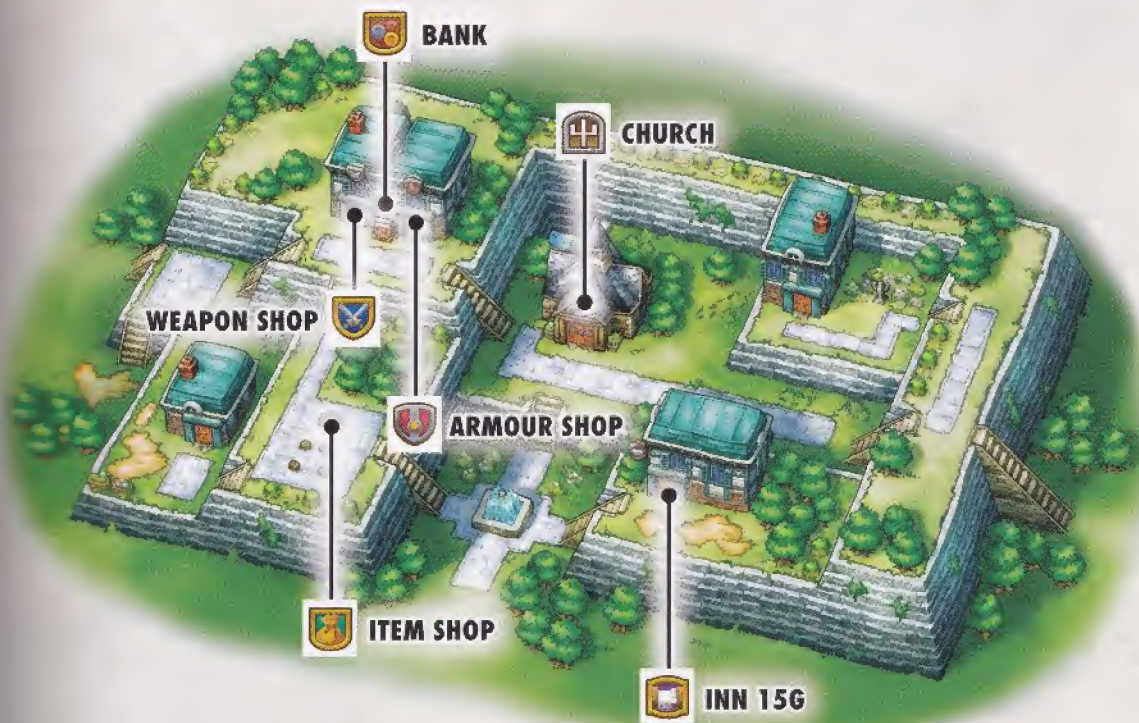
When you want to move on, enter the church and meet the Tress family. After they leave, follow them to their house in the northeast part of town and talk to them.

Rest and save before leaving town. After that, head out of Clearvale and walk north-by-northeast. A place called Destiny's Drop is located in that direction.





WALKTHROUGH



DESTINY'S DROP

RECOMMENDED LEVEL
(26 TO PROCEED)

24

ACTIONS REQUIRED

- Get to the cliffs and start climbing
- Take the route on the left as high as it can go and drop down to a cave beneath the ledge
- Get the golden pickaxe from that cave and use it to break into the other caves in the region
- Take the eastern path up the mountain
- Enter the cave that's near the upper-right portion of that branch
- Use the pick to break your way through the tunnels
- Climb through the next series of tunnels and branches until you can drop into the final cave system
- Go through the caves, and then climb to the top of the mountain
- Use the pick to break off a shard of courage
- Return to Clearvale

LOCAL TREASURE

350 GOLD
GOLDEN PICKAXE
MINI MEDAL
SEED OF LIFE

LOCAL MONSTERS



BRIMSTONE BULB



CLOUD SURFER



DAMSELFLY



FLYTHON



GASBAGON



GIANT MOTH



GUSTBLUSTER



METAL SLIME KNIGHT



MUDDY HAND



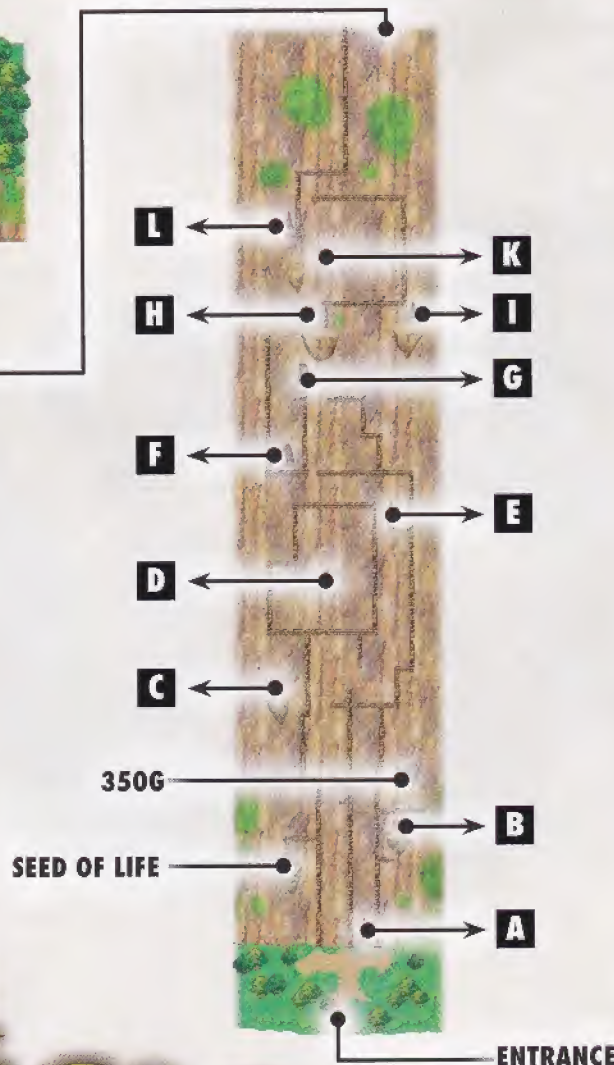
ROCKBOMB



VENOM WASP



SHARD OF
COURAGE

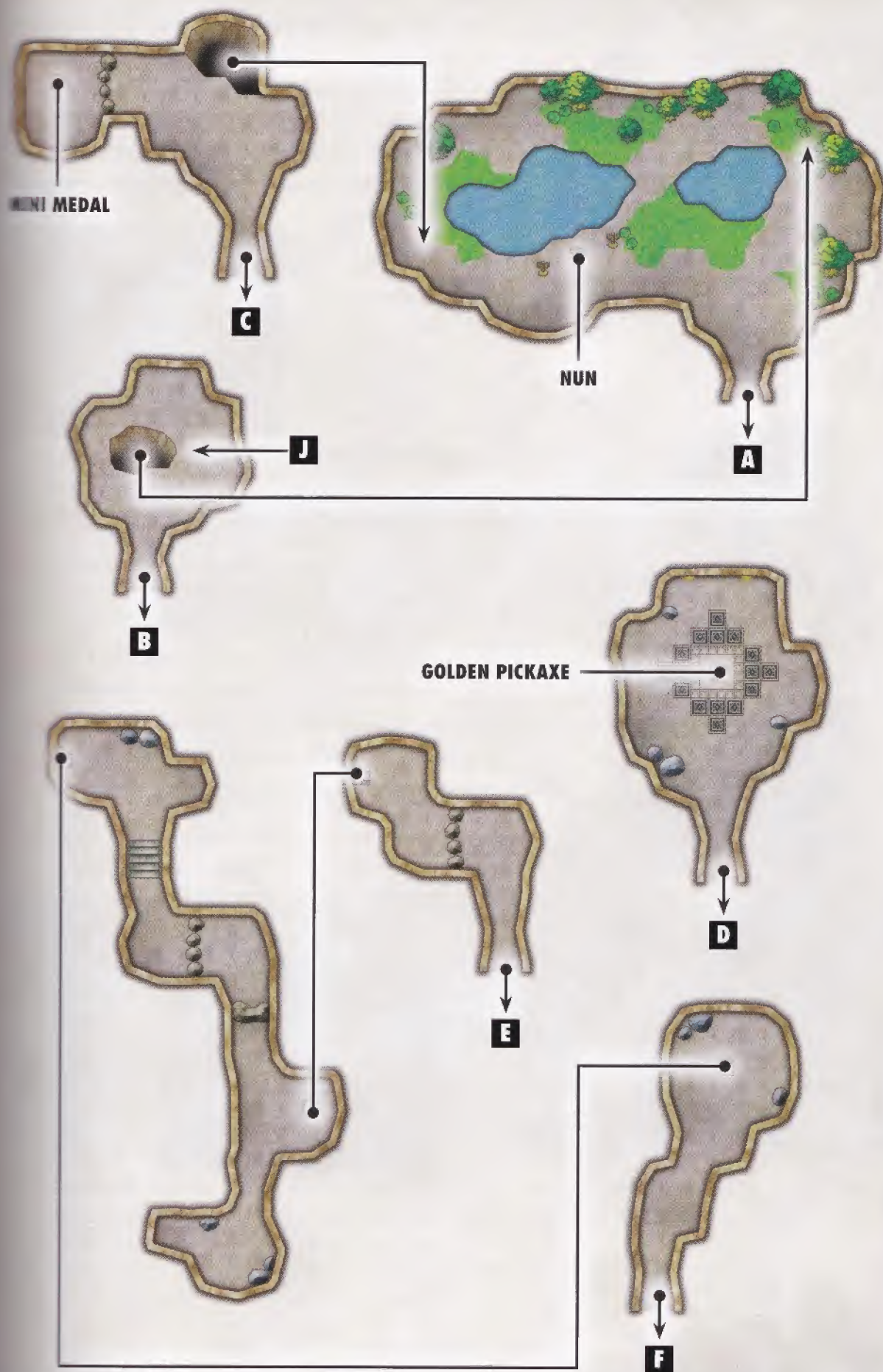


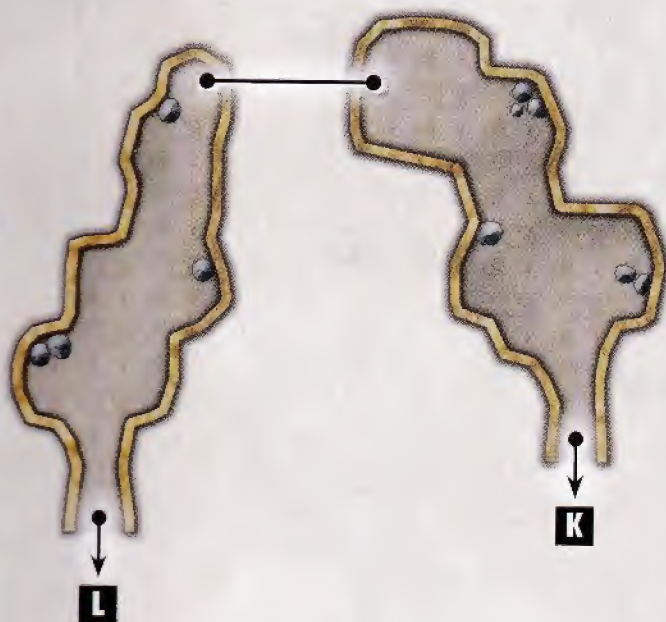
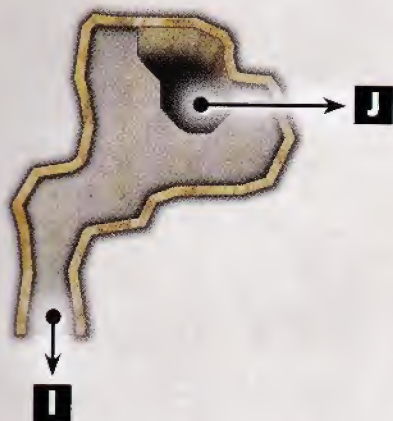
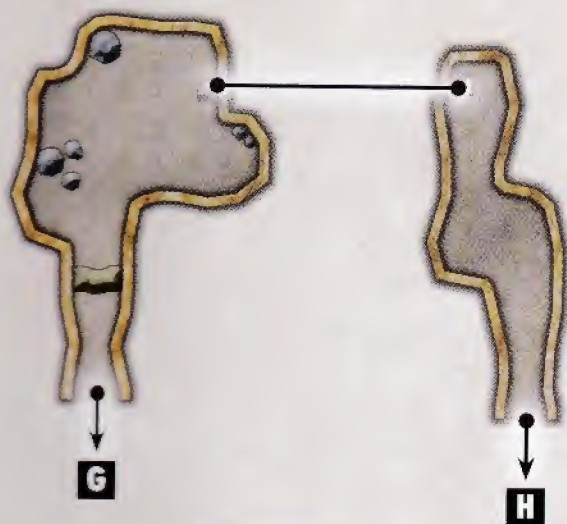
THE CLIFFS OF INSANITY

It sure looks like a nasty climb to get up to the top of this mountain. A traveler named Tom Foolery was supposed to come here some time ago, but maybe he saw the rocks ahead and chickened out. That sounds rather sensible about now.

The cave at the base of the mountain is where you end up if you fall from certain points. You don't need to go in there now, but know that a nun inside can take care of certain tasks for you, including resurrection. Hopefully that won't be necessary.







First, climb the rock trail on the far left side. This takes you up past a treasure chest (go ahead and loot it now) and then eventually to a ledge that doesn't seem to go anywhere. Look carefully at the map. You might notice that there is a cave beneath that ledge, and that you can't reach the cave by climbing. Perhaps you can get there by falling instead!



Drop carefully from the upper ledge by pressing down, aiming to land on the lip of the cave. Go inside and get the golden pickaxe. This lets you complete the dungeon.

Go back along the left side and loot another cave there; this one has a mini medal inside, so it's certainly worth your time. Once you're inside the cave, use the pick to break the stone barrier that protects the chest in the corner. You have to manually open the character's item menu and use the pick, so don't freak out when you can't break the rocks just by pressing **A**.

TIME FOR THE OTHER SIDE

Drop to the base of the mountain and start climbing on the right. There's a treasure chest containing 350 Gold and a cave not too far up. Go ahead and grab the Gold, but don't worry about the first cave on the way up.



There's nothing in there. Enter the cave at the top of that route. The path in that cave is blocked off by a series of rock

barriers, but you can eat through those now without any real delay. Do this and get to the other side of the system.

Next, you need to climb up a level and into another cave. This one sends you out near the top, but the dungeon still has a few tricks. Do **not** drop down to the ledge on the right. Even though it has a cave, there is no treasure inside. Ignore that ledge and get as high as you can. You have to drop down to a cave below your ledge, just like you did when you grabbed the golden pickaxe. The rest of the area is totally linear.



Once to the top, use the pick on the dark stone, and collect the shard of courage. This dungeon could be considered easy in terms of fighting, but this is one of the tougher places to navigate. Good job getting it done!

Return to Clearvale.

BACK IN CLEARVALE

RECOMMENDED LEVEL **26**

ACTIONS REQUIRED

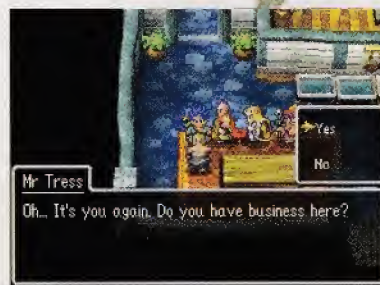
- Give the shard of courage to Mr Tress and spend the night at their home
- Watch the scenes that follow and collect the flying bed

LOCAL TREASURE

MINI MEDAL

IT'S GOOD TO BE A HERO

Give the Tresses the shard of courage and let them treat you to an evening of their hospitality. You meet their son that night, and he gives your party the flying bed. That's one heck of a present, and it totally makes up for the tough climbing you just finished.



WALKTHROUGH



I Can Fly!

Your party can now fly around the dream world and you can access several areas that you couldn't before.

Note that the flying bed can't cross over mountains, forests, or hills. It's otherwise unfettered by monsters, long distances, and government regulations.

Return to the dream version of Clearvale at some point and loot the dresser in Matt's room upstairs. Another mini medal is located here. You can also head behind the shops and add another healer to your team: Healie!

After that, you can do another optional side quest. This one is fairly quick, and it's fun too.

A FLIGHT TO AMOR (OPTIONAL)

RECOMMENDED LEVEL

26

ACTIONS REQUIRED

- Fly to Amor in the dream world
- Listen to a conversation just outside the church
- Return to the real world and Zoom to Amor
- Search in the spot where the children were talking

LOCAL TREASURE

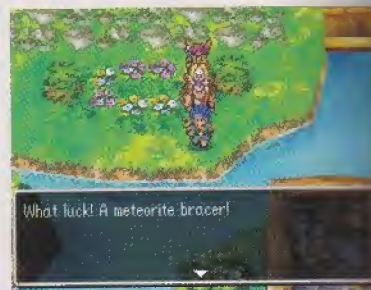
METEORITE BRACER

VROOM

Stay in the dream world and get on your new bed. Chill out while flying to the western side of the world. There, on the left side of the sea, is Amor. You've been there before. Stop in and go to the center of town, near the church. A familiar couple is there, but they're somewhat shorter than you might remember.

Listen to the children's conversation. Afterward, you can examine the spot where they were playing. Switch to the real world then Zoom to Amor and examine that same spot. A meteorite bracer is now buried there. Take it, and equip this awesome item on anyone who could use a massive agility boost. If you have someone who you'd like to go early in each round, this is the accessory to die for. Healers get to save the day in critical boss fights when they can heal at the same time each round. This item can take the guess work out of your tactics for healing your party members.

And that's it for this quest. The whole thing takes only a few minutes to complete.



MORE FORTUNE HUNTING (OPTIONAL)

RECOMMENDED LEVEL

26

ACTIONS REQUIRED

- Get more treasure for your party
- Visit Suite Dreams

LOCAL TREASURE

MINI MEDAL (X6)
PRETTY BETSY
SEED OF RESILIENCE (X2)
SEED OF WISDOM

MEDALS ABOUND

Since you are probably already treasure hunting, why not get a few more items before you go back to the main story?

Zoom to Alltrades Abbey and get onto your flying bed. Fly south, and then turn east when you get into a forest. You can thread the bed between the trees and reach a secluded house. Talk to the man inside and steal a mini medal from his only barrel.



Fly east, out to the ocean, and continue south around the mountains. Once you can get inland and land, look for a staircase into the earth. Take it, and move north to reach a

new town. Go inside, just to say that you've been there (and get it on your Doom list). You won't be able to



explore the location quite yet. However, there is a shrine farther north with a mini medal hidden by some graves.

Return to Amor in the dream world now and fly south. There are two good places to look for loot near there.

There is a well close by, and we'll deal with that in a second. Southwest of the well is a shrine on a small island.



This building has locked doors that you can't open, but it also has barrels with a mini medal.

Another mini medal is found inside the well you passed. Look for it near the coast. Land, then drop into the well. A man has a home down in the well, and that's where you find the mini medal. There is also a second

well inside the first; looking in there causes a scarewell to attack your group.



There is a town called Dullerton that you can reach without taking too long. Look for a shed west of the Isle o' Smiles; that's at the northern end of the dream world. This takes you to the real world, and Dullerton is south from there, around some mountains. Go to the town and break pots to snag a seed of wisdom, but watch out for the urnexpected!

It's in the bottom-left pot. Afterwards, grab a mini medal and a seed of resilience from



the barrels next to the northwest house. Then pick up the pretty betsy from the building up top. Leave once you have everything.

SUITE DREAMS

Back in the dream world, the continent in the southwestern part of the ocean has a building that looks like a church. However, it's something more curious than that. It's a place called Suite Dreams, and it is a center for dreamsharing. In essence, this is a way that you can interact with other *Dragon Quest VI* players. Once you fill out your card there it's possible to leave comments for and receive comments from others. This

is explained in other parts of our guide.

That same continent has another point of interest.



Land on the eastern edge of the region (farther south from Suite Dreams), and walk over land until you reach another steeped building. This time you have found a church. Search within for a seed of resilience and a mini medal.

Now you are ready to get back to the action. Return to the well within a well mentioned previously. That's the route to a new region!

Mark This Location

The well within a well is where we'll be going in a few minutes. Remember how to get there!

CASTLE SWANSTONE

RECOMMENDED LEVEL

26

ACTIONS REQUIRED

- Take the deep well to get into the real world
- Travel southeast until you find Castle Swanstone
- Search the castle and talk to the Chancellor up in the throne room
- With permission, go down to the basement and try to enter the mirror room
- After bumping into the King, meet him upstairs in his throne room and try to help him out (talk with him twice)
- Watch the scene in the basement and then talk to the King again in his throne room
- Agree to aid the King and talk to his Chancellor as well
- Leave the castle and push north until you find a well that's surrounded by poisonous marshes
- Talk to the man in the well and then switch to the dream world

WEAPON SHOP

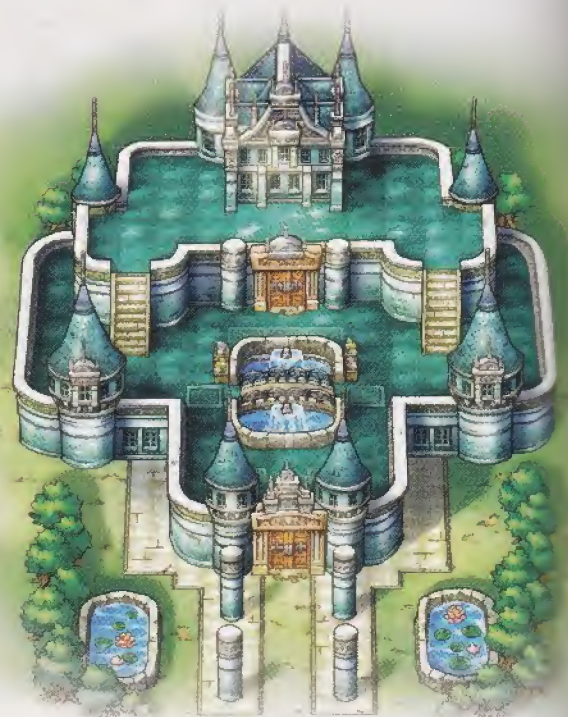
EQUIPMENT	COST (IN GOLD)
BATTLE-AXE	4300
DREAM BLADE	6300
STAFF OF ANTIMAGIC	6000
SAW BLADE	9800

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
CLOAK OF EVASION	3000
SILVER CUIRASS	3200
LEGERDEMANTLE	4200
HEAVY ARMOUR	5000
MAGIC SHIELD	5000
IRON MASK	3500

LOCAL TREASURE

150 GOLD
MINI MEDAL (X3)
PRETTY BETSY
SEED OF MAGIC



THE DISEMBODIED REFLECTION

You can't look at all of Castle Swanstone when you first arrive. A solidier blocks the way into the back of the first level—that's how you reach the basement later on. Most individuals aren't allowed down there because it is where a Princess is trapped.

Go upstairs and look for the throne room. The Chancellor is there, and he's a straight forward guy. Tell him that you have business with the King and he'll make sure that the guards let you through to the basement.



Take a moment to loot. A seed of magic is in the kitchen—on the same floor as the throne room. Across from it, on the left side of the same map, is a mini medal in an armoire. Another mini medal is in a dresser in the King's private chamber. Look for the stairs behind the throne to get to it.

Climb down to the main floor and go past the guard. There are stairs leading down on either side, but they both go to the same corridor. Head down. Try to enter the door in the center of the hallway. Before you can enter, you hear some talking on the other side of the door. This leads to a meeting with the King. He'll soon leave.



Before you follow the King, search the treasure room on the right. There is a pretty betsy in there. You can also loot 150 Gold.

Climb back up to the throne room and talk with the King. He'll ask you to gather information on Ra's mirror in your travels. Lucky for him, you **have** Ra's Mirror. Talk to him again and show him the mirror. He'll take you downstairs and ask the hero to use Ra's mirror on the Princess. Once again, this means having to enter your item menu and manually using the mirror.

Go to the throne room one more time and talk to the King and his Chancellor. You find out what needs to be done, and your party can head out.

Walk to the north and look for a nasty swamp. Let that lead you to a well. Climb down and talk to an old man. Steal his mini medal before you leave, then switch to the dream world.

Another Free Sword

If you've been careful about following the text, you should have 41 mini medals by now. It's time to return to Medford's Manor to cash them in on a miracle sword.

The miracle sword gives its wielder free healing each time they strike a target. It's a godly weapon for someone like Carver (who gets hit a lot), or for a warrior who uses attacks that cost health to activate. In addition, the miracle sword does extremely high damage for this point in the game. You're going to love this weapon.



THE SPIEGELSPIRE

RECOMMENDED LEVEL
(27 TO PROCEED)

26














ACTIONS REQUIRED

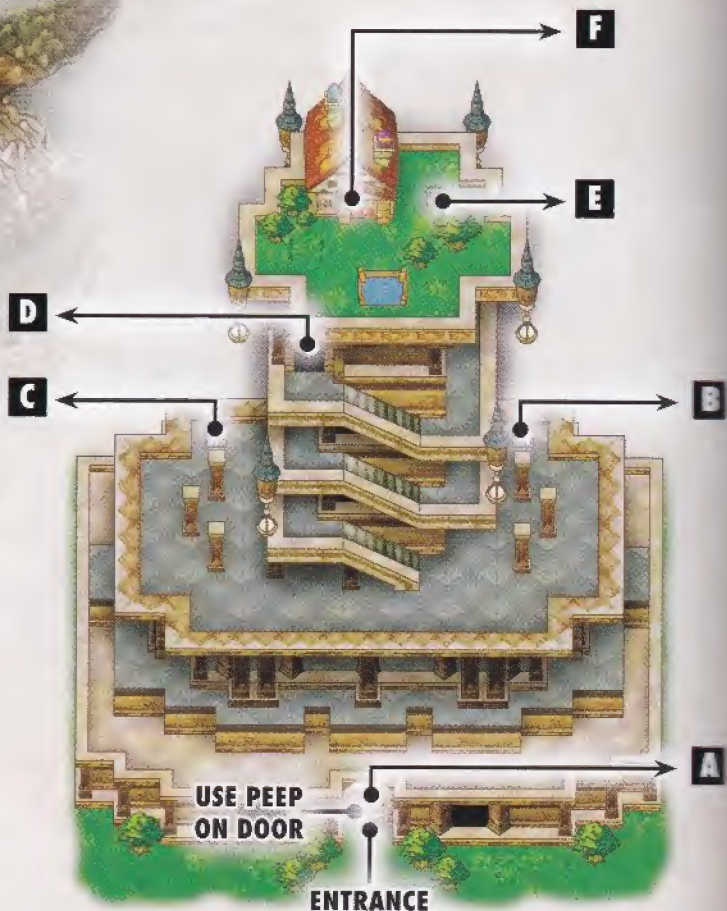
- Take the flying bed into the southern desert, just south of the stairwell down to Howsworth
- Enter the tower that dominates that region and cast Peep on its door
- Climb the tower and defeat the evil sorcerer at the top
- Return to Castle Swanstone

LOCAL TREASURE

1,300 GOLD
MAGIC WATER
MINI MEDAL

LOCAL MONSTERS

 DEMONRIDER	 GASBAGON	 JUMPING JACKAL	 SHELL SLIME
 DIETHON	 HAUNTED MIRROR	 LOW DJINKS	 SPIEGEL
 DREAMAERA	 HELLSTALKER	 METAL SLIME	 YAWNOCEROS
 FUDDLEGUANA			



A TOWER IN THE SANDS

Going through this tower is such a gentle ride compared to Destiny's Drop. There are a few things that try to trick you, but they're easily defeated, especially once you know what to look for.

Walk up to the main door after entering the tower. It's sealed, but your hero only needs to cast Peep to unlock the entrance. Go inside, and take a look around. There are four staircases leading up. Take the lower-left staircase, since all of the others are decoys.

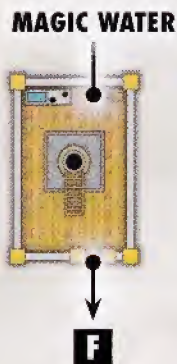
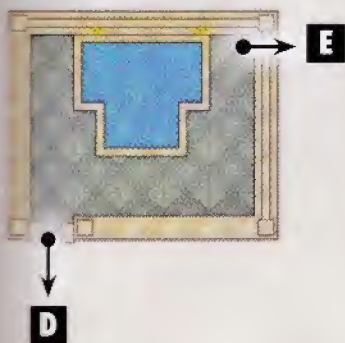
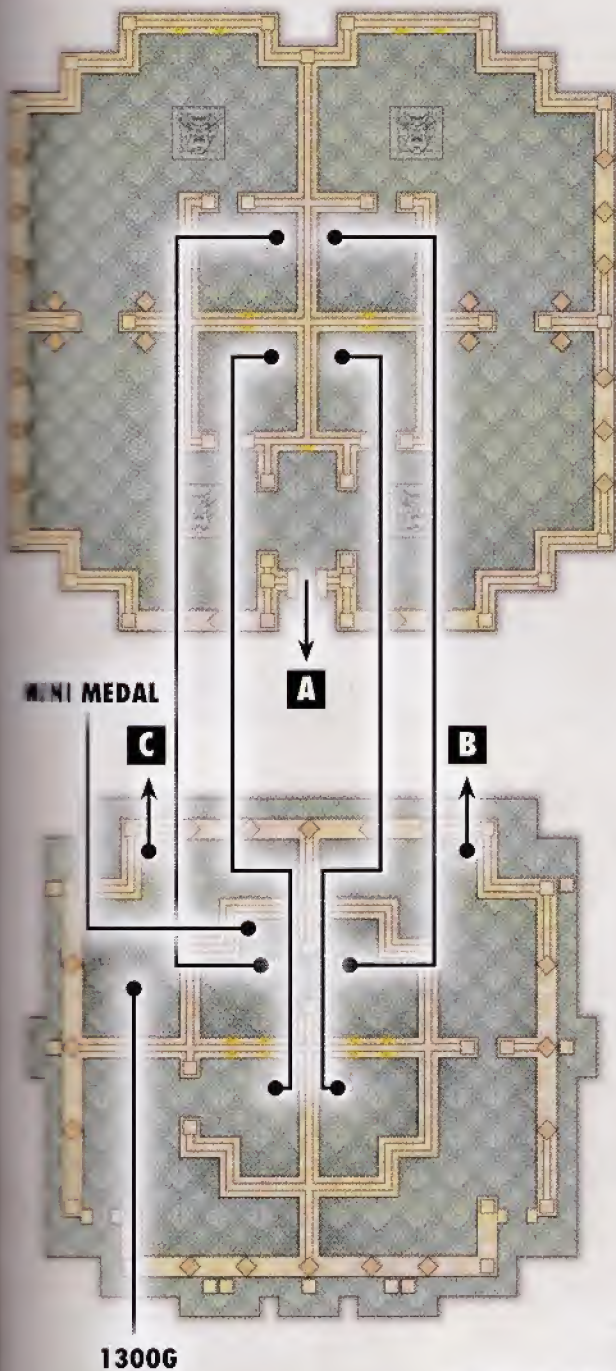
Go out the side of the second tier and walk south around the balcony. Don't slip over the edge because you'll have to redo the section, and you won't get any good treasure for it.

Take your party around to the right side of the tower and use the stairs in the upper corner to access the third floor.

There are stairs continuing up in the middle of the third tier, but don't use them. Instead, go around the stairs and look for a staircase that leads down on the left side. Use this to find a treasure room; it only has a mini medal and 1,300 Gold, but there's no such thing as bad treasure.

Get all of these treasures and backtrack to the central, spiral staircase. Take that all the way up and continue on the path until you reach a small hut. Fully Heal everyone in your group and get ready for a fun boss fight.

You can score a free phial of magic water from a pot inside the building. Spiegel is there too, but he won't attack until you actually interact with him.



SPIEGEL

HP	2400
MP	INF
ATTACK	160
DEFENCE	120
AGILITY	85
EXP	2000
GOLD	800

Yet again, offensive magic is weak in this encounter. Instead, have your casters focus on defensive work. Have them use Kabuffs, healing, and any augmentation magic that you've learned (such as Oomph). Spiegel casts Bound to start his defense and then brings low djinks into the encounter.

A party with maximum damage output is at its best for this fight. You could even toss in four melee characters and do just fine.

The thing is, Spiegel can't do damage on his own. His melee and Frizz spells are a sad joke. He's all about pets. The low djinks are fairly effective, especially once there are two of them laying down the law. A party that can kill a low djinks every turn and still put damage onto Spiegel is going to giggle their way through the encounter. You won't even need to heal that often.

Otherwise, you're going to have to focus your party's attacks on Spiegel and ignore the low djinks. Have one character dedicated to healing the party while the rest bring down the mage. It's not as much fun, but it works. Once he dies, clean up the surviving low djinks and finish the battle.



There isn't anything else to do after Spiegel dies. Your party should Evac, switch worlds, and travel back to Castle Swanstone.

BACK IN CASTLE SWANSTONE

RECOMMENDED LEVEL

27

ACTIONS REQUIRED

- See the King and tell him about your success
- Watch the scene that follows
- Talk to the King again in the throne room (you'll receive the floodgate key)
- Sail west out of Port Haven and open the floodgate to reach the southern ocean

ALL'S WELL THAT END'S WELL

Go to Castle Swanstone in the real world and tell the King that Spiegel has been defeated. The King is beside himself with joy and hope. He'll take you downstairs, to the basement. Watch the next scene, then return to the throne room. Talk to the King again there, and accept the floodgate key from him.

This key opens a floodgate east of the castle, but you don't need to walk there to open it. The gates open when you're sailing the Providence through that channel.

Zoom to Port Haven and take your ship west. Look for the tiny slice of blue in between the western and eastern continents. That's what you're shooting for. The south seas are now your oyster.



PESCADO

RECOMMENDED LEVEL

27

5

ACTIONS REQUIRED

- Sail to Pescado and enter the town
- Talk to the owner of the restaurant with a fish over its door twice
- Follow the restaurant owner and go into the building he enters on the southeast side of town
- Talk to the restaurant owner
- Leave Rod's house and carefully follow him through a cave without being spotted
- Watch Rod use a secret panel in the cave and then use it yourself afterward
- Meet Rod's friend and offer to help her
- Bring your ship into the cave, then take Undo back to her family and receive Lorelei's harp (her family is in the waters north of Port Haven, by the seashell marking on the world Map)

LOCAL TREASURE

60 GOLD
7 GOLD
BOXER SHORTS
MINI MEDAL
MOONWORT BULB
SEED OF RESILIENCE

ITEM SHOP

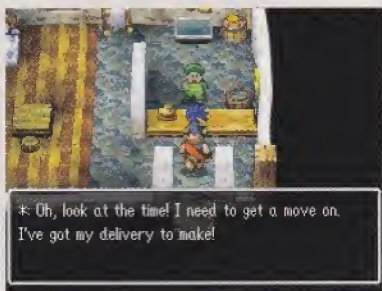
EQUIPMENT	COST (IN GOLD)
SHELLMET	250
PINK PEARL	1500
MEDICINAL HERB	8
ANTIDOTAL HERB	10
MOONWORT BULB	30



WALKTHROUGH

ANYTHING SMELL FISHY TO YOU?

Look at the large section of ocean in the southwest. After passing the floodgate, the Providence can access almost anything on the periphery of that bowl. To the northwest of that



bowl is a smaller section of ocean. Pescado is a town on the southeast edge of that region, due south from Amor. Sail to it now.

The town greeter wants to talk about mermaids, even though it doesn't seem like he believes in them. Whatever the case after talking to him you're free to explore this place and see what it has to offer.

There are boxer shorts inside a house, at the center of town. Above there is a fish store; break the only barrel in that shop for a mini medal. To the southwest is a home with a seed of resilience. Be sure to pick this up, then head into the building to the west of this house to pick up a moonwort bulb.

To complete this area, walk into the fish restaurant at the top of the town. Talk to the owner twice, and you'll find out that all of his stock is going to one customer. In fact, he has a delivery to make right then.

Leave the establishment and follow him south to see who he's dealing with. Go into the building he enters and talk to the man you followed there. Leave afterward, but watch as the customer leaves his house. This guy's name is Rod, and you now have to spend several minutes following him. This isn't hard, but it takes some patience.

Playing It Subtle



Rod spooks easily. He'll stop and look around to check that nobody is following him. His path takes him up to the cave in the northwestern part of town, and then through three rooms of that area. It's slow going because Rod has a badly wounded leg.

Stay a fair distance away from Rod and use the top screen of your DS to observe him from afar. When he's going to either side, you should use obstacles in the terrain to break line of sight.

You always know when Rod is going to turn around because he'll stop for two or three seconds ahead of time. That's your cue to get behind cover.

If you mess up, the whole process has to be redone, so it's imperative that you stay patient and let things take their course. If Rod sees you, start over by speaking to the owner of the local fishery.

For a complete walkthrough of this encounter, keep reading:

- Wait behind the house till Rod is off screen.
- Enter the nearest windmill.
- Exit the windmill and enter the cave at the north end of town.
- Upon entering the cave, immediately run to hide behind the outcropping just below the old man. (Stand in the very corner of it so Rod can't see you.)
- Carefully walk behind Rod until you reach a stalagmite; hide so the hero is directly next to it, on the bottom left side.
- Run to the next wall. Hide in the nook in the wall until Rod is off screen.
- Walk around the wall carefully, then wait behind the next stalagmite in the same position as before.
- Once Rod is off screen again, walk right straight into a wall, then wait for Rod to enter the next section. (He turns around just before exiting, so be patient.)

- On the next screen, follow Rod staying close to the upper wall of this corridor. Follow the wall staying behind Rod as the wall curves upward, and straight into a dead end. Wait here for Rod to walk off screen.
- Walk to the top of the screen and hug the wall. Pause in the indentation in the wall where it curves in front of the player, just past the grass and bushes. Rod will stop to turn around in the narrowing point of the corridor here; staying in the indentation just before reaching this point is safe (you'll be slightly north east of where Rod stops). Make sure not to get in front of Rod while doing this.
- Wait for a second after Rod walks off screen, then follow him until he reaches another stalagmite. Pause to hide on the bottom right side of it.
- Follow Rod the rest of the way to the next entrance.
- Enter, following Rod slowly. Hug the wall to the left, and duck in to the area on the other side of it as soon as Rod passes. To do this, the player needs to follow behind Rod, then run straight down once they are able to get around the top of the wall. Once in the area with the puddle, still walk to the left slowly as if following behind Rod. Wait in the corner behind this outcropping and watch Rod walk off screen to the left.
- When Rod is off screen, walk around the outcropping and head straight left until hitting the next wall. Pause there until Rod turns around again.
- Slowly edge up the wall, keeping Rod on screen. However, DO NOT walk around it immediately once reaching the top — Rod stops again to turn on the other side. Just stay as close to the wall as possible until he finishes his check.
- Follow Rod to a nearby stalagmite, waiting at the bottom right side of it. At this point the event starts showing Rod press a hidden button. Once the event ends, the player pushes the button and follows Rod into the hidden cavern.



Follow Rod all the way to the end of the cave. Observe as he uses a secret button to open a side portion of the cavern. Search for that button after Rod leaves and follow him into that area.

You meet Unda, a friend of Rod's. Tell Rod that you saw the mermaid (select "No") but then promise to keep it a



secret for him. Then, speak to Rod again and let him know that your group has a ship. Leave town and board the

Providence, then enter the nearby cave on the world map to show it to Rod. Promise to help Unda out and Rod will be happy.

Once you pick up Unda, Zoom to Port Haven and sail north. Look for an area of shoals with barely enough space for the Providence to enter surrounding a seashell. Sail in there and drop off Unda. In return, you receive a powerful item called Lorelei's harp. This reveals a third section of the world for your party to explore!

FREEDOM!

The game really opens up at this time. There are quite a few things to do, because you're about to get another key, and explore the underwater areas, and even after that it's possible to take the remainder of quests in different orders.

To keep things simple, the following is a possible path through the remainder of events that is linear and thorough. You don't have to do things in the order listed here, but it ensures that you don't miss any important items or events.

WHAT IS REQUIRED TO ADVANCE THE STORY?

- Get the ultimate key from The Sunken Ship
- Acquire all the legendary equipment: the Helm of Sebeth, Armour of Orgo, Shield of Valora, and Sword of Ramias
- Resurrect Cloudsgate Citadel and Pegasus

Everything else is optional!



UNDERWATER (OPTIONAL)

RECOMMENDED LEVEL

27

ACTIONS REQUIRED

- Use Lorelei's harp to enter the underwater realm
- Search for places and treasure

WOULD YOU LIKE A NEW NAME?

Lorelei's harp takes your ship to the underwater realm. Here, you can examine a huge amount of new territory. If you search the area near Ghent, you should find a narrow passage that leads northwest. This takes your ship to a cave. This is the home of Appello, the naming god. This is where you can take characters to have them renamed!

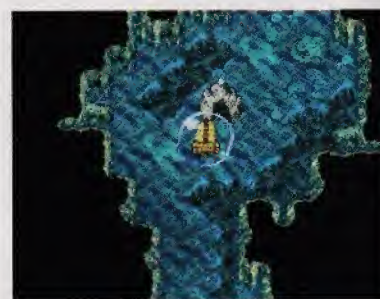
There is no charge for this service, and the game retains each character's original name in memory. As such, you can ask Appello to change anyone's name back to their original name without repercussion.

A SPECIAL SET OF SHOPS

LOCAL TREASURE

MINI MEDAL

If you're feeling rich and you want to spend some Gold, Zoom to Port Haven and sail south from there until you find a bridge that's blocking a route inland. Use the harp to get under the bridge and pop back up on the other side. Sail along the river until the path splits and find a well. Climb down the well and take a look at the stores below.



Search on the right side of the item shop. There is a yellow glow near the wall—this marks the location of a mini medal.

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
SAW BLADE	9800
WAR HAMMER	12000
ZOMBIESBANE	18000
FLAMETANG BOOMERANG	13000
FIRE BLADE	22500

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
DRAGON MAIL	12000
FLOWING DRESS	14800
FLAME ARMOUR	15000
SLIME HELMET	2000
IRON MASK	3500
THINKING CAP	13000

ITEM SHOP

EQUIPMENT	COST (IN GOLD)
SLIME EARRINGS	650
FISHNET STOCKINGS	3200

HOW DID THEY BUILD THIS PLACE?

LOCAL TREASURE

MINI MEDAL



The Fashion Forge is on the southern end of the south seas. It's on a tiny island, and you won't need to use it much until you start to enter the Best-Dressed

Contest. Still, you can visit it now, improve the style of your gear (for a price), and gain a new listing on your Boom menu.

After your party visits the Forge, submerge and look for a small building. Sail into it and you'll find an inn. You have to ask yourself if this place gets enough business to cover their overhead. With mortgage prices these days, it wouldn't be surprising if the owners weren't already underwater on their loans...

Search to the right of the innkeeper to pick up a hidden mini medal.

A REFUGEE FROM SORCERIA

Zoom to Howcastle and submerge.

South of the castle is a tiny house where a woman lives.

You can ask her about Sorceria and take a poison needle

from her pot and the 'Serene Seabed' dreamscape from her bookcase.

LOCAL TREASURE

POISON NEEDLE

'SERENE SEABED' DREAMSCAPE



Take the "Random" Out of Random Encounters

Now that you have access to both Suite Dreams and Slimopolis, you can obtain the very powerful Gospel Ring! This ring allows you to walk anywhere you want without having to worry about getting into a battle. You may think this means you can't level up anymore, but that's not the case. Whistle still works, so you can plan when you battle and not need to worry about any enemies taking you out just before you get to a town!

To get the Gospel Ring, you must beat the final rank in the Slimopolis to get Draginic Diligence. Second, you must collect 20 of your friends' dreams at Suite Dreams to get Mercury, the Liquid Metal Slime. Third, you must unlock every vocation, including Hero. Finally, you must level every one of those vocations to 5 and talk to the Abbot. He'll give you the ring.



WALKTHROUGH

THE SUNKEN SHIP (OPTIONAL)

RECOMMENDED LEVEL
(28 TO PROCEED)

27

ACTIONS REQUIRED

- Zoom to Pescado and submerge
- Search north of town for a sunken vessel
- Enter the wreck and search for treasure
- Get the ultimate key from the hold

LOCAL TREASURE

GLASS SLIPPERS
HEAVY ARMOUR
MINI MEDAL
SEED OF AGILITY
'SKELETON CREW' DREAMSCAPE
ULTIMATE KEY

LOCAL MONSTERS



ARMOURED WARTOISE
MAD MALLARD
MAN O' WAR



SAIL SERPENT
WATER WRAITH
YABBY

IT'S BARNACLE CITY

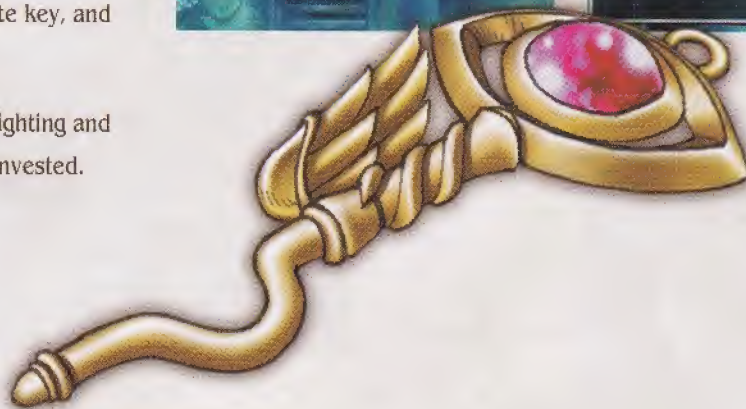
There is a sunken ship to the north of Pescado. Zoom to Pescado and submerge your vessel, then sail north to find it. It only takes a few minutes to loot this place, and the rewards are quite lucrative. Among them is the ultimate key that opens all of the iron bar doors that have thwarted you so far.

When you reach the ship, stay on deck for a minute and search the top of the map. There are a couple of items on the top deck (a seed of agility and a mini medal). After grabbing these, use the door midship to get belowdecks. On the bottom level are several more treasures, also at the top of the map. You find glass slippers, heavy armour, the ultimate key, and the 'Skeleton Crew' dreamscape.

And that's all there is to it! Good fighting and plentiful loot for almost no time invested.



Hero examines the treasure chest.



SEARCHING FOR LOCKED DOORS (OPTIONAL)

RECOMMENDED LEVEL **28**

ACTIONS REQUIRED

- Go to the locations listed below and seize as much treasure as possible

LOCAL TREASURE

1,500 GOLD

BOXER SHORTS

HELA'S ARMOUR

MAGIC WATER

MAGMA STAFF

MINI MEDAL (X7)

PLATINUM MAIL

PLATINUM SHIELD

BANDIT'S PARADISE

Now that you can unlock everything, there are many places to visit and loot. The following is a whirlwind tour of the world covering the doors that are waiting to be opened.

Upon exiting the ship, sail northwest until you find a building. Enter it and search the dry land within for a mini medal. There is also an old man to talk to, and he gives further clues about the location of a legendary item.

Remember those doors on your mobile island that couldn't be opened?

Let's get those now. Go to the dream world and Zoom to anywhere near a coast. Your mobile island should be right there for the boarding. Get on and loot Hela's armour, a mini medal, and some magic water.

While you're in the dream world, fly to the western edge of the world, near the equator. There is a shrine on a small island that isn't far from this region. Land there and unlock a cell to get the magma staff.



Both Somnia Castles have stairs on the right side of their first floors. These lead down into treasure rooms that you can unlock. One has boxer shorts and a mini medal; the other has a mini medal and a platinum shield!

Port Haven has two chests that are locked up on the southern side of town. Look for stairs that lead down into darkness. Inside, you'll find a mini medal and a chest with 1,500 Gold.

The first floor of Howcastle has a locked door in the upper right. Platinum mail and a mini medal are hidden behind this door—wonderful stuff.

Arkbolt doesn't have much, but there is a mini medal inside a pot. Look in the detention area, and you'll notice some commotion. This becomes important later on, when you get another character in your party. You get there by climbing to the higher tier, going outside, and walking down the stairs on the lower right.



5

WALKTHROUGH

THE UNDERWATER TUNNEL (OPTIONAL)

RECOMMENDED LEVEL

28

ACTIONS REQUIRED

- Zoom to Wellshire and board the Providence (it will be docked to the east)
- Sail southeast toward the next continent and use the riverways to approach Somnia
- Submerge near the castle and enter the cave southwest of the city
- Collect all three treasures in the dungeon

LOCAL TREASURE

530 GOLD
MINI MEDAL
POWER SHIELD

LOCAL MONSTERS



ARMOURED WARTOISE



BLOODY HAND



DRACKAL



FREEZING FOG



SCAREWELL



WATER WRAITH

TELL ME WHY I HAVE TO GET A POWER SHIELD!

This side dungeon doesn't seem important at first glance. There isn't much treasure, and the location is rather out of the way. The counterpoint is that you can obtain an awesome shield without too much trouble. The power shield has a great value in terms of raw defense; it's also capable of being used in battle to heal its user. If that's enough temptation, read the instructions that follow.

The well in the real Somnia is infested with powerful monsters. It looks like there is a dungeon down there, but you can't walk around too much of it. Thus, there must be another approach.

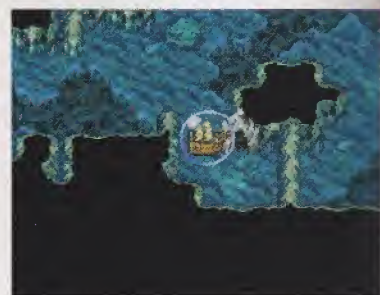
Zoom to Wellshire and walk east to find where the Providence is moored. Get onto it and sail southeast until you hit the continent. Move down the edge of the land until you find a river. Sail inland, toward Somnia, but don't enter the city when you arrive. Instead, submerge and look for a cave below.

The ship comes with you into the cave. There are three treasures in the cave. Two of them are close to the water so you can disembark, grab them, and be back on your ship

in a jiffy. The chest up top requires a short slog on dry land, but that's no big deal either.

Sail through and get all of the chests. Fighting is moderately heavy in this dungeon, but that means that the experience is good. Beyond that, you only have this one floor to deal with, so feel free to use expensive abilities with impunity during battles.

Once you have everything, leave the dungeon.



THE SLIMOPOLIS (OPTIONAL)

RECOMMENDED LEVEL

28

ACTIONS REQUIRED

- Zoom to Wellshire again and sail south
- Look for a shrine marking on the western tip of the lower continent
- Go through the well there and look for a building to the south
- Step on a pressure switch in that building to open a nearby floodgate
- Sail or fly from Medford's Manor over to the floodgate you opened and head in (if Medford's Manor is not on your Zoom list, Zoom to Haggleton instead)
- Land/Dock by the castle north of the floodgate to reach the Slimopolis
- Compete in the arena to your heart's content

LOCAL TREASURE

MINI MEDAL (X3)

SLIME ARMOUR

SLIME GOONIFORM

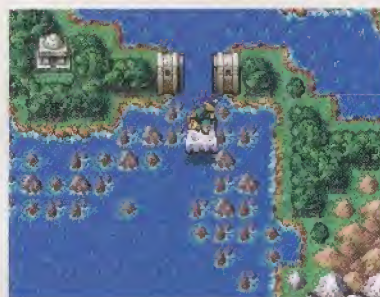


ALL ROADS LEAD TO SLIMOPOLIS

You probably haven't found the Slimopolis yet. Now is a good time to travel there. Start in Wellshire again and sail your ship south to the continent below Wellshire. Look for a shrine on the western edge and drop down the well in it as soon as you find it. This takes you into the dream world.

Walk south and look for a small building. Go inside and use a pressure plate on the floor to open a floodgate outside. This allows your party to access the

Slimopolis with either the mobile island or the flying bed. Switch worlds, Zoom to Haggleton or Medford's Manor, then travel over to this edge of the continent. Go through the open floodgate and head into the Slimopolis at your leisure.



WALKTHROUGH

This building offers eight levels of competition for your slime-based characters (and that includes Goowain). Equip your slimy companions well, send them into battle, and see how they fare. You won't have direct control over them during these battles, so high levels and good equipment are essential.

As for treasure that you can snag at any time, take a look around. The upper left side of the first floor has a mini medal and a slime gooniform. You can take these items whenever you want. For even more treasure, bring in a slime, leaving the rest of your party in the wagon. This allows you to enter the "competitors only" area down in the basement. The entrance is shaped like a slime, so it's easy to see where you need to go.

Once inside, search the well to the north for a suit of slime armour. Then, go into the large building in the upper right. There are two pots inside, and each has a mini medal! You're closing in on the 60 mark for medals by now, so the sacred armour may be yours within the next few areas.



Strategies and prizes for the Slimopolis are discussed

in the Mini Games portion of this guide. If you want to compete now, turn to that section for some good tips and tactics. Over time, you can even get yourself a copy of 'Dragonic Diligence' and a new party member! Otherwise, you're ready to move out from here.

THE BEST-DRESSED CONTEST

RECOMMENDED LEVEL

28

ACTIONS REQUIRED

- Start at Wellshire and sail southwest, hugging the coast
- At the south end of the island, submerge to find an underground passage that bypasses the mountains
- Come back to the surface and enter the lakeside estate
- Compete in the Best-Dressed Contest; you'll need to receive the plush rug from the third level of competition

LOCAL TREASURE

HAIRBAND
MINI MEDAL
PRETTY BETSY
SLIME EARRINGS

STRIKE A POSE

The Château de Sass is somewhat hard to find, but you need to go out there at some point to see the sights, get some treasure, and compete in an important minigame.

To get there: switch to the real world, Zoom to Wellshire and get onto the Providence. Submerge, then sail southwest, sticking to the coastline the entire way—you don't want to miss the underground river that lets you reach the mansion hidden in the mountain on this continent. Once you've gone through the passage, rise and disembark from the Providence. The Château de Sass should be right there.





Once you're inside the building, talk to everyone and continue downstairs when you want to compete. Saying that you're ready to compete is enough to get access to the lower level. In the upper left is a room with slime earrings and a pretty betsy. In the upper right is a similar room with a mini medal and a hairband.

As with Slippin' Slime, the contest is something that is best covered in its own section. Skip to the

Mini Game section of this guide now if you'd like to learn a lot more about the Best-Dressed Contest. Otherwise, this can wait until later. However, with some patience, you can obtain the plush rug which is needed for later, as well as a powerful new party member!



POSEIDON'S PALACE (OPTIONAL)

RECOMMENDED LEVEL

28

ACTIONS REQUIRED

- From Port Haven: Submerge the ship, then follow the land south to an underwater passage. Sail east through the passage to get to the outer ocean, then surface.
- Sail south, toward the continent and small island in the southeastern seas.
- Submerge near the small island and look west of it.
- Enter Poseidon's Palace.
- Talk to Poseidon and take his treasure.

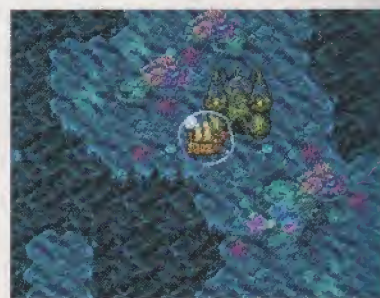
LOCAL TREASURE

KERPLUNK BRACER
MINI MEDAL (X2)
SILVER PLATTER
'STRANGERS AT SEA' DREAMSCAPE
WATERMAUL WAND

TRIBUTE FROM THE GREAT SEA LORD

You are almost back into the real dungeons, but there are still a few things to take care of. You might not recall Turnscote; it's the town that your party got kicked out of while searching for mini medals a long time ago. It was mentioned in this walkthrough specifically so you could get it on your Zoom list to save time.

Zoom to Turnscote in the real world and sail into the southeastern part of the ocean. Or, if you haven't found Turnscote yet, Zoom to Port Haven and submerge your vessel. Sail south until you find an underwater passage, and use that to reach the eastern sea. This is an alternate way to reach the land in the southeast.



There is a major continent there and a smaller island. Sail to the west of the island and then submerge. A palace under the sea is very close by. Enter it!

Poseidon rules the seas from this castle, but it is unclear if he has any real authority. Before you reach Poseidon's throne, there is a side room with a silver platter, a Kerplunk bracer, a mini medal, and a watermaul wand. On the western side of the map is a dresser with a mini medal; it's near a couple of beds and a bookcase with the 'Strangers at Sea' dreamscape on it.

Talk to Poseidon and get his blessing to go after a foul enemy named Gracos. Leave the palace and set sail once more.

SEABED SHRINE

RECOMMENDED LEVEL
(30 TO PROCEED)

28

ACTIONS REQUIRED

- Zoom to the Fashion Forge, submerge the Providence, then sail north to find the Seabed Shrine
- Use the pressure plates in the dungeon to alter the water levels and make your way to the boss
- Defeat Gracos (receive Gracos's trident)

LOCAL TREASURE

270 GOLD
MAGICAL SKIRT
MINI MEDAL (X2)
PINK PEARL
PRETTY BETSY
SAND URN
SEED OF WISDOM

LOCAL MONSTERS



ARMOURED WARTOISE



GRACOS

GRYPHON



HAUNTED MIRROR

HELLDORADO

MIMIC



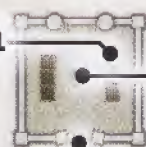
OCTAVIAN PIRATE

SINISCUPTURE

YABBY



MINI MEDAL



C

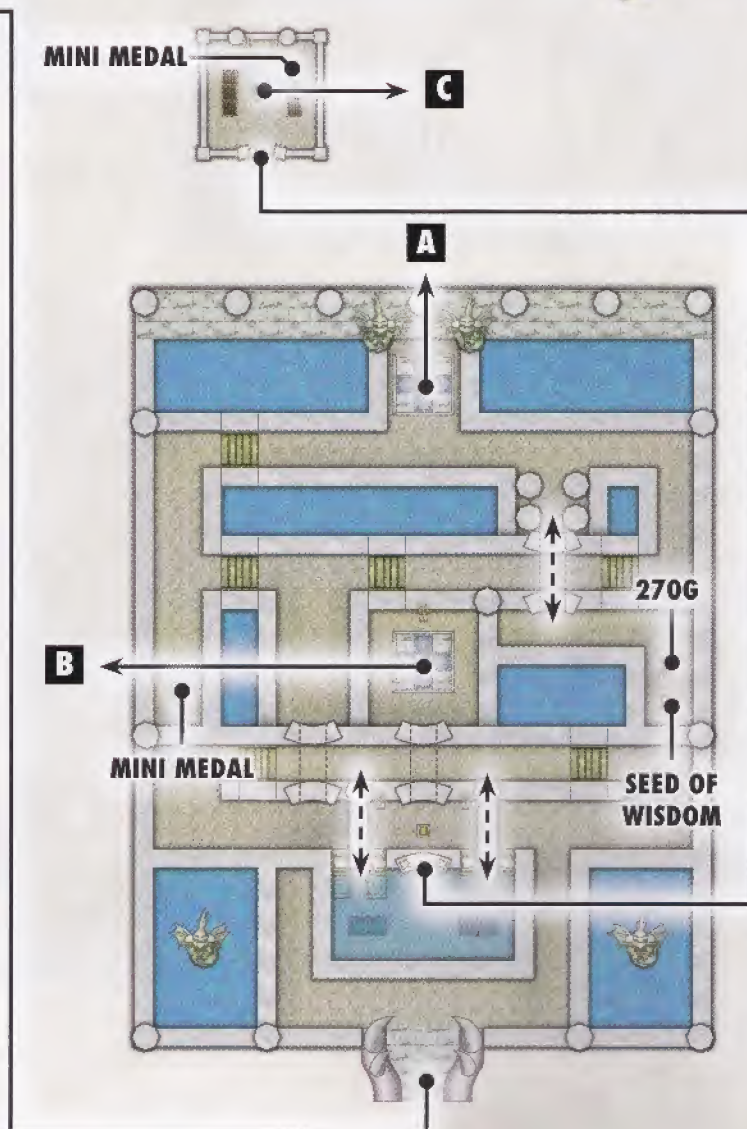
A

B

MINI MEDAL

270G

SEED OF WISDOM



WALKTHROUGH

MAGICAL SKIRT

PRETTY BETSY

MIMIC

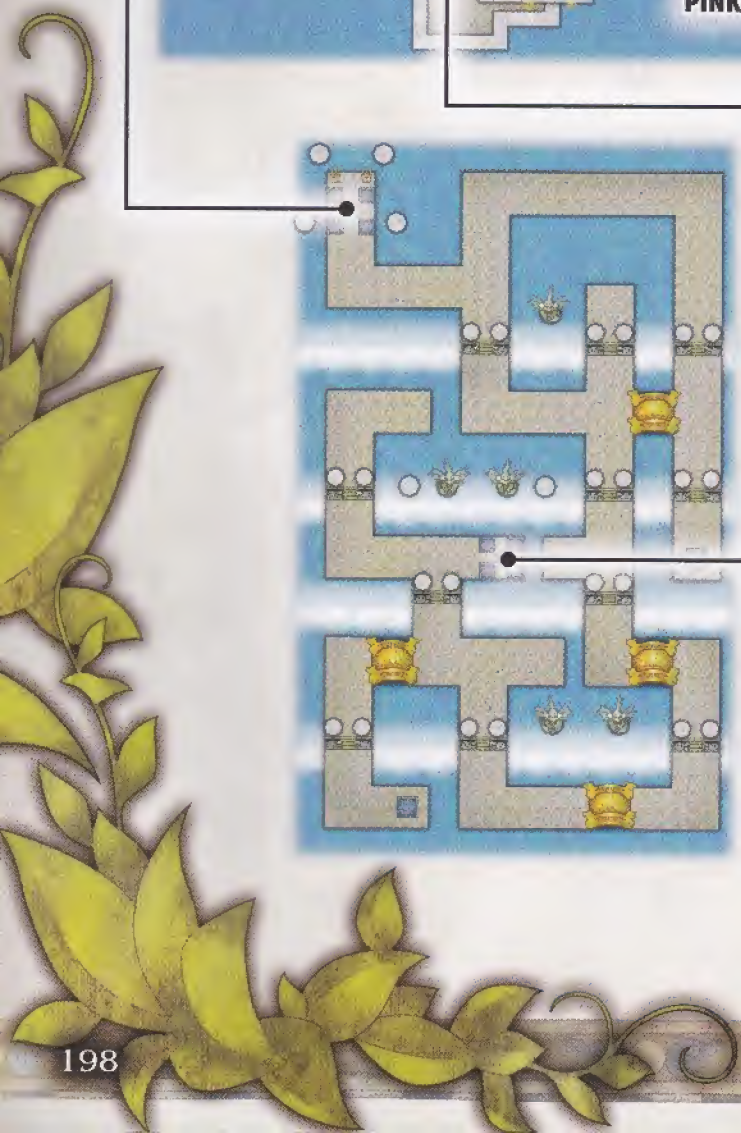
A

B

PINK PEARL

C

SAND URN



TREASURE AND DANGER ABOUND

The Seabed Shrine is a wonderful dungeon because it's filled with loot and somewhat easy fighting. The experience comes in nicely, and many of the enemy groups aren't especially large. You won't often face heavy area-of-effect attacks or disabling magic—this is also a bonus.

To find the dungeon, Zoom to the Fashion Forge and submerge the Providence. Sail north until you see a monstrous looking cavern under the sea. Enter it!



Go through the entrance area, dock the ship, and continue into the main part of the dungeon. Pressure plates control the water levels throughout this structure. Don't worry, it's still a fairly simple place to navigate.



For now, take the path on the right and weave through the hallways. Cross from the right to left via the bridge, then pass under it through the doorway. At the fork, take the stairs on the left and loot a mini medal from the treasure chest there. From there walk up and take the second right. Pass the stairs down and walk under an overpass to grab two more chests containing 270 Gold and a seed of wisdom.

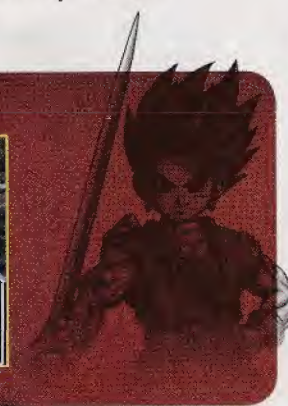
Now, return to the steps at the top of the map to descend a level.

SECOND FLOOR

Travel right through this level and move on into the small buildings that dominate the upper section of map. The first has a pretty betsy. The second has a magical skirt. The third room has a chest, but it's really a mimic!

MIMICS!

These higher-level chests are tougher than canniboxes, but their loot is better as well. They contain seeds of life instead of seeds of agility. They're always worth fighting. Go all out with damaging attacks, even if it means sacrificing a bit of health or defense.



Look at your map and take the route into the southern side. Before you travel down the only set of stairs, walk under another bridge and get the last chest in this level. It has a pink pearl; they're useful for increasing style.



WALKTHROUGH

THIRD FLOOR

Take the stairs leading down and go through the third floor. It's extremely simple if you look at the map ahead of time. There isn't any treasure to miss, so you should be able to speed through the area.

There are two flights of stairs at the end of the route that take you back to the beginning of the dungeon. However, up top is a pressure plate. Step on it to open access to the early areas and to a small room. Go in there, loot a mini medal from the upper right corner, and then descend.



THE FLOOR IS MADE OF...COLD WATER?

This is the only cumbersome part of the Seabed Shrine. You can't navigate the next area without hitting a few more pressure plates. The first one is below your starting position. Activate it to lower the water and let your party walk to the western edge of the map.



Go down to the bottom corner and use another plate nearby. This fills one pool, blocking part of your path, but it's not a problem to take the higher route back to the corner. From this point you can cross a pool that's now empty in order to reach the other side of the level.

Don't hit the switch there!!!

Just hop into the next empty pool and get the sand urn.

Much like the Sands of the Hourglass

The sand urn is a plot item for the next part of the game. If you don't pick it up, your party will have to return here soon to retrieve it. Save yourself time and trouble later by getting it now.



If you accidentally fill the pool that has the sand urn, walk to the bottom of the map and use a different pressure plate to re-empty the pool.

At last, you can use the steps at the bottom to reach Gracos's chamber. Heal everyone in your party to full health and wade in.





HP	3000
MP	50
ATTACK	210
DEFENCE	210
AGILITY	80
EXP	3700
GOLD	900

GRACOS

Gracos attacks slowly. He puts pressure on your party, but he can't burst to extreme damage on any given round. He'll mix up chilly breath and adequate melee attacks to get his job done. He's tough to Sap, so try defensive magic or augmentation instead. If you have Oomph, it's a perfect ability to use here. Kabuff is good to use as well.



Gracos breathes chilly breath

A single healer can get through the encounter without any trouble, so three attackers should do the trick. That's good, because Gracos has HP to spare. He'll take many rounds to eliminate, so avoid being reckless or hasty in the hopes of outlasting him. Otherwise, this is a standard encounter. Take him down and steal his trident afterward.

Defeating Gracos causes an island to rise out of the ocean (in the dream world). This is the lost land of Sorceria. It's your next step on the quest for glory.

SORCERIA

RECOMMENDED LEVEL

30

ACTIONS REQUIRED

- Use your flying bed in the dream world to reach the island of Sorceria
- Put Ashlynn in your main party and take her to Eldress Isnemor's house
- Have Ashlynn use the sand urn to unlock Eldress Isnemor's room
- Have Ashlynn talk to Eldress Isnemor and learn Magic Burst
- If you have participated in the Best-Dressed Contest already and won the plush rug, it can be taken here for repairs (can be done at any time)

LOCAL TREASURE

'FAIRY-TALE FOREST'
DREAMSCAPE
MAGIC WATER
MINI MEDAL (X2)
PRAYER RING
SEED OF MAGIC

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
DREAM BLADE	6300
STAFF OF ANTIMAGIC	6000
LUNAR FAN	5500
WIZARDLY WHIP	13000
ZOMBIESBANE	18000

ITEM SHOP

EQUIPMENT	COST (IN GOLD)
MEDICINAL HERB	8
HOLY WATER	20
STEEL FANGS	2000
IRON MASK	3500

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
LEGERDEMANTLE	4200
MAGICAL SKIRT	6700
MAGIC ARMOUR	7500
MAGIC SHIELD	5000

WALKTHROUGH

ASHLYNN'S RETURN

Sorceria is in the dream world, and it's located in the middle of the southern seas. A fast way to reach it is to Zoom to the Spiegelspire and take the flying bed west. The island won't be too hard to find (there used to be a gigantic hole in the world there, if you recall). You can also use the world map to spot it.



Before you enter the town, change your party configuration. Put Ashlynn in the main party, if she isn't already there. Sorceria is an important town for her, and the story events here are based on her presence.



And now, the looting! A well on the bottom left side of town goes down two levels. At the bottom is a prayer ring. Anything that gives you a spare supply of MP might be useful, so that's a good find.



Ashlynn examines the treasure chest.

The building in the northwest is where you can eventually turn the plush rug into a flying carpet.

If you have it already (from the Best-Dressed Contest), you can get the carpet working properly with the help of the old couple inside. After all, they made it. Otherwise, come back here later on for that. Also, their home has some magic water inside a pot.

On the far right side of town is a curious building. There are children playing outside (with obvious magical talent). You can't see any doors into the structure, but some stairs to the right of it might suffice. Travel down them and make your way into the home. At the top is a mini medal for you to collect. You can also grab the 'Fairy-tale Forest' dreamscape from the bookcase!

Continue on into the center of town. There is a weapon shop and an armour shop there. They also have a church. Below the main level is where the proprietors of the stores keep their items. Search the rooms on the lower left and right for a seed of magic and another mini medal.



Now, take the stairs in the upper left to find your way toward Eldress Isnomore's house. This can only be done by Ashlynn and she needs the sand urn to do it, so go ahead and transfer that item to her. When you get to the final room on this route, no one can proceed. There is an unlocked door, but the party is teleported back outside each time they try to go through it. Have Ashlynn use the sand urn on the shimmering floor. She'll pick up the sands of time and thus be able to go inside.

Talk to Eldress Isnomor and Ashlynn will learn Magic Burst from her. With that, you're done here in Sorceria.

Mt SNOWHERE

RECOMMENDED LEVEL

30

ACTIONS REQUIRED

- Zoom to Pescado (in the real world) and sail to the western landmass
- Stop by an inn along the coast and proceed north into Mt. Snowhere
- Talk to the old man in the northeastern building
- Travel northeast and enter a shrine; visit the woman within
- Talk to the old man in Mt. Snowhere again and then pay a second visit to the mysterious woman
- Return to Mt. Snowhere and talk to Ali Kazam, in the church

WEAPON AND ARMOUR SHOP (INACCESSIBLE AT FIRST)

EQUIPMENT	COST (IN GOLD)
STEEL FANGS	2000
SPIKED STEEL WHIP	7400
DREAM BLADE	6300
SAW BLADE	9800
WAR HAMMER	12000
HEAVY ARMOUR	5000

ITEM SHOP (INACCESSIBLE AT FIRST)

EQUIPMENT	COST (IN GOLD)
MEDICINAL HERB	8
ANTIDOTAL HERB	10
HOLY WATER	20
CHIMAERA WING	25

LOCAL TREASURE

FUR HOOD
MINI MEDAL (X2)



WALKTHROUGH

THE QUEST FOR THE LEGENDARY SWORD BEGINS

Having a legendary sword sounds pretty wonderful, so this should be the next goal. Return to the real world and Zoom to Pescado. Sail west from this location and slip under the shoals to reach the far side of another large landmass. Set anchor along the coast and disembark. An inn is close by, on the southwest portion of the continent. Visit that inn and take a mini medal from a barrel inside.

Continue north from the inn and enter the town of Mt Snowhere. There is a mini medal in a basement (on the northeastern side of town). Talk to the old man in the building. He's in a foul mood, but you get the idea that there's something to be seen to the northeast.

Leave town and travel in that direction. The shrine you're looking for is close. Go inside and have an audience with the woman who lives there. She's in the middle of an icy square, so it takes a moment to get to her. The trick is to do the following as you enter the ice: start on the right side of the passage and walk forward, left, down, right, up, and then left. This gets you to the stone square in the center. You can walk normally once you are off the ice.



The woman tells your hero to speak to Colburn (presumably the old man back in Mt Snowhere). Return to town and visit him again. You bump into someone familiar on the way.

After you meet with Colburn again, visit the ice maiden one more time. She'll restore the town of Mt Snowhere, so when you return the place won't be frozen. You're then free to speak to Ali Kazam, a visiting sage who's staying at the church. He'll tell you a great

deal more about the legendary sword, including the location that you should search next.

Remember the following things:

Frizzam is the password. Trustworthiness is important. Bearing arms is the second step. The third step involves cold depths.

Leave the town again and travel north—the sword awaits.



EVERFROST GROTTO

RECOMMENDED LEVEL

30

ACTIONS REQUIRED

- Look for the cave north of Mt Snowhere
- Go into the cave and cross the ice floors to proceed
- Use the password that Ali Kazam taught you and then recite the sacred words
- Complete the ice-floor puzzles to progress through the dungeon
- Take the rusted sword from the last level

LOCAL TREASURE

1,900 GOLD
MINI MEDAL

LOCAL MONSTERS



CURESIME

DRACKAL

FREEZING FOG

GRYPHON



LOW DJINKS

MAGIC MARIONETTES

MALEVOLANTERN

DON'T GET COLD FEET

The Everfrost Grotto is no more than a short climb north of town. Travel up there and look around the first floor. You have to cross a simple ice floor to reach the door ahead. Aim carefully, using the top screen of the DS to guide your steps on the ice, then push forward.

The door won't open without two things: a password and a special oath. Ali



Kazam, the priest from Mt Snowhere just told you these. Interact with the door to state the password. Then, declare *"I come possessing a heart of truth. The blade that bears untold power... Unleash it from the icy depths!"*

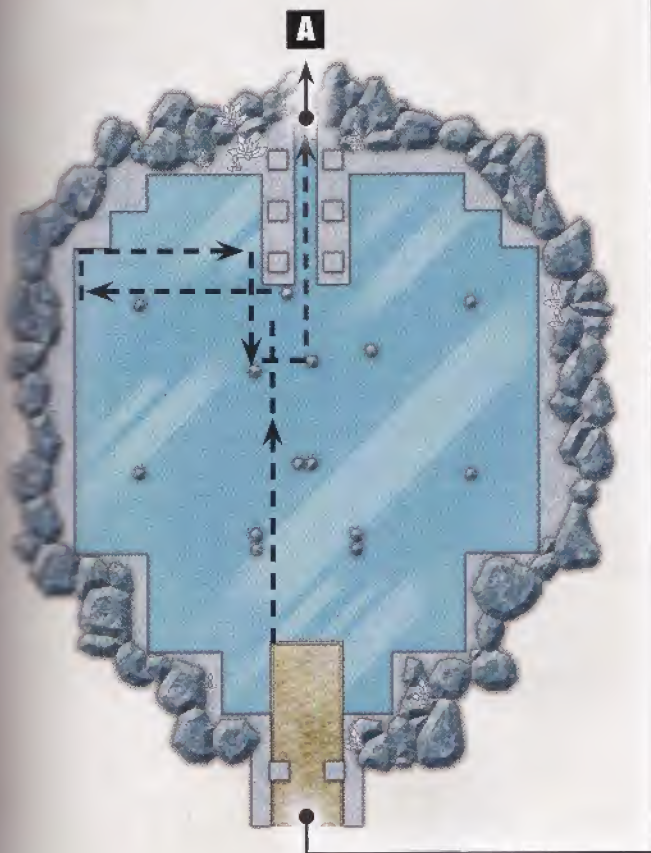
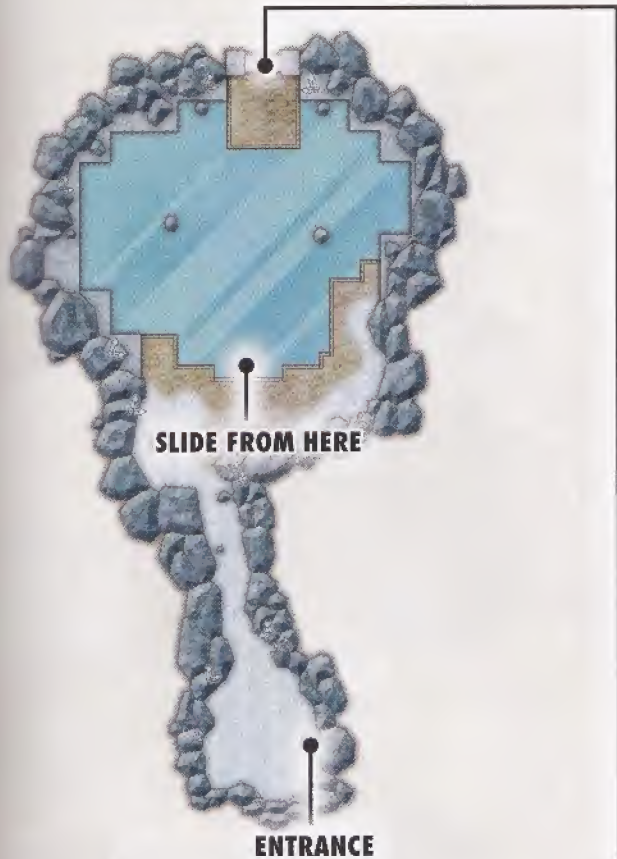
This opens the way, but you still need to complete the dungeon to receive your prize. You didn't want it to be too easy, right?

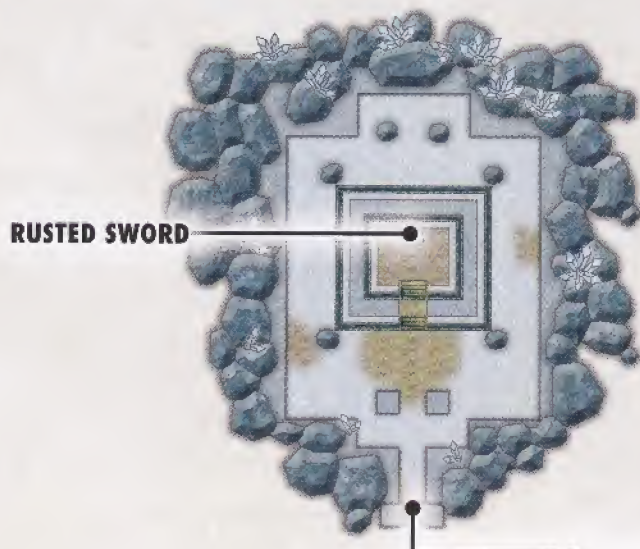
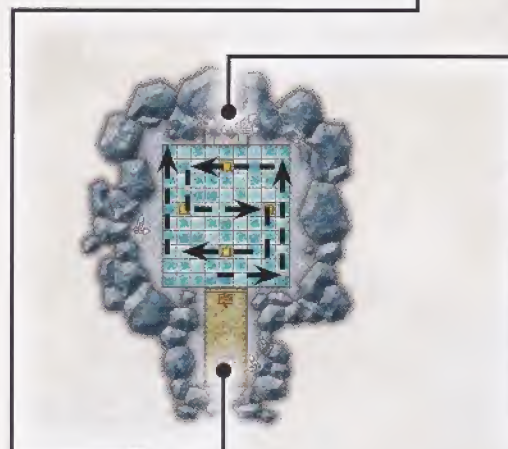
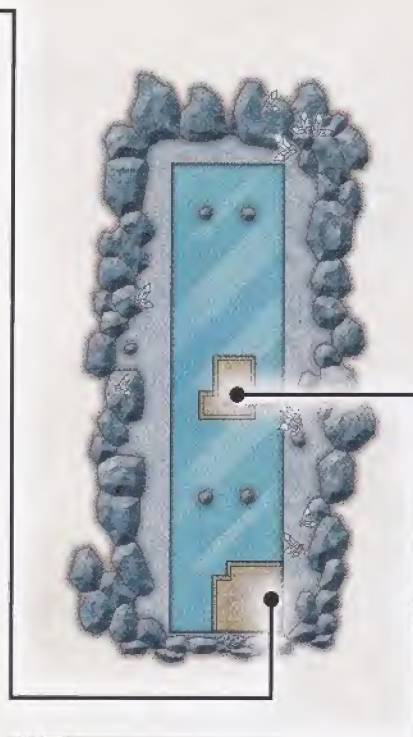
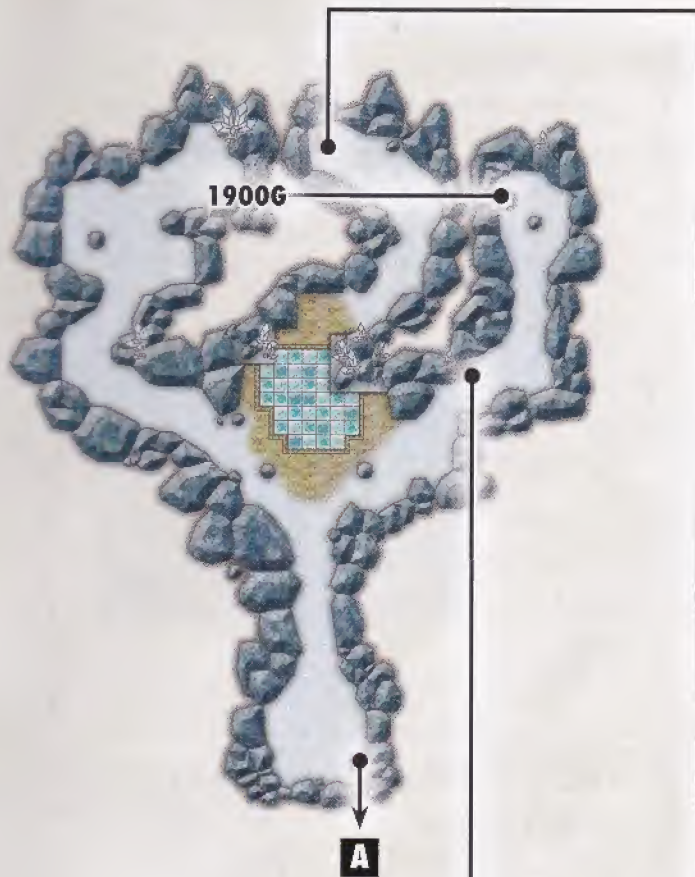
Enter the next area and complete a bigger ice puzzle. This one is actually a bit of a challenge.

Go to the upper left corner of the starting area, and then step as follows:



up, left, up, right, down, right, up, right. This throws you down the steps to level two.





NOW FOR SOME FIGHTING

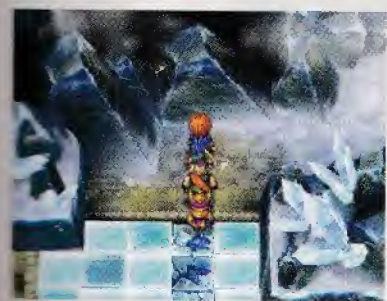
There are monsters in the deeper portion of this dungeon, but this is a good thing. You've had enough time to relax. Push forward and fight your way to the first junction. There is a small ice area, but you should ignore this for a moment. The path splits left, forward, and to the right. Go right first to obtain a chest and use the stairs to grab a second piece of treasure. Your efforts net you 1,900 Gold and a mini medal.

With this treasure in hand, go back to the ice and walk across carefully. If you step on the same square a



second time, the ice breaks and your party falls down a level.

Take the stairs beyond and slide up on the next map to climb a different flight. This takes you to the final puzzle of the dungeon. A sign lets you know



that the path of the lightning bolt is needed (thus north, west, east and south). This refers to the pressure plates that are located on the ice above you.

To get through quickly, walk onto the ice, turn right, and go up the eastern wall until you're on the same horizontal plane as the top pressure plate. Go west from there, stopping directly over the west pressure plate, leaving a thin slice of clean ice at the top and along the west wall.

Turn south to hit the western button, go to the right to hit the eastern button, and then walk south until you're in line with the final button. Step on that while walking west until you hit the wall.

Follow this path up and use the slice of clean ice that you left at the top to get out of the area.



Failure does not have serious consequences. You basically need to start off the puzzle again with only a moment's delay.

At the bottom of the dungeon there is a rusted sword. You come across another adventurer in this place, but he won't give you any trouble. Grab the sword and Evac out of the area. Zoom to Mt Snowhere and show the blade to Ali Kazam. He'll give you a pendant to get into Turnscote. Maybe someone there can help clean up the sword.



5

WALKTHROUGH

TURNSCOTE

RECOMMENDED LEVEL

30

ACTIONS REQUIRED

- Take the Turnscote pendant from Ali Kazam in Mt Snowhere
- Zoom to Turnscote and enter the town
- Pillage the place for loot (optional)
- Talk to Mo the Mole on top of the seedy bar on the eastern side of town
- Agree to search for Mo while he's in disguise and find him three times in town
- Eavesdrop on the two bar patrons
- Meet Mo at his house (inside the well) and agree to pay 2,000 Gold for more information
- Leave town and go to the graveyard up north
- Talk to Welda, show her the rusted sword, then meet her back at her home in northeastern Turnscote
- Tell Welda that you will only use the sword for good purposes (don't press anything when she tests your resolve)
- Agree to return to Welda when you have found the other legendary items

LOCAL TREASURE

2,500 GOLD
FISHNET STOCKINGS
MINI MEDAL (X2)
PRETTY BETSY
'ROGUES GALLERY' DREAMSCAPE
SEED OF LIFE
SEED OF WISDOM (X2)
THIEF'S KEY

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
BATTLEAXE	4300
SAW BLADE	9800
WAR HAMMER	12000
ZOMBIESBANE	18000

ITEM SHOP

EQUIPMENT	COST (IN GOLD)
CHIMAERA WING	25
TRAILBLAZING BANDANA	500
BOW TIE	2400

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
BUNNY SUIT	3300
SILVER MAIL	6300
DRAGON MAIL	12000
FLOWING DRESS	14800
IRON MASK	3500
MAGIC SHIELD	5000

SHADY WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
BONE STAKE	110
EDGED BOOMERANG	1500
STEEL FANGS	2000
MORNING STAR	3000
LUNAR FAN	5500
DREAM BLADE	6300

IT'S A FRIENDLY PLACE; BRING THE WHOLE FAMILY

Turnscote has a bit of a rough reputation. That's not surprising considering the amount of murder, thievery, and gambling that goes on around town.

Luckily, there is loot all over the place. Use the side door of the western bar to get behind the counter (to get through here, you have to talk to a thug in the upper-right side of the map). Search along the walls for a mini medal. Then, look at a dresser and bookcase just outside the building for another mini medal and the 'Rogues Gallery' dreamscape as well. A seed of wisdom and 2,500 Gold are in chests beside the bank. You can reach the bank by traveling along the eastern edge of town. Climb the stairs there, go through the bank, and get the treasure on the other side of the building.

Inside the town well there is a scarewell that can be beaten without too much trouble. There is also a house with a thief's key.

For a boost to style, go into the seedy bar on the eastern side of town. Talk to the woman in a bunny outfit and have a patty cake session with her. She'll only take the lead person from your party, so have the person you want to upgrade in front. You can repeat the process, but only the first person to play the game with her gets the upgrade.





The same building has a seed of life and a seed of wisdom in a treasure room. Look on the right side of the building to pick them up.

MEET MO

Mo is an information gatherer, and in a town like Turnscote that could be quite an asset. Look for Mo above the seedy bar on the eastern side of town (it's the smaller bar with a side entrance).



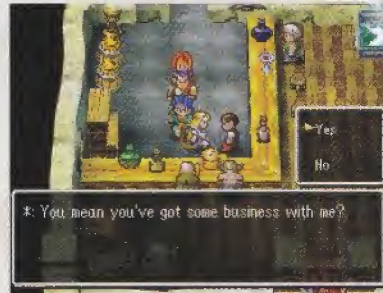
Go to the roof and talk to Mo. Deal with him on the lower level of the building and agree to find him three times while he's in disguise. For this, he'll drop the price of his services dramatically. Here's where you find Mo while he's in disguise:



In the church (south side of town)



In the Bunny Theatre dressing room (midtown)



And behind the counter of the nicer bar (upper west side)

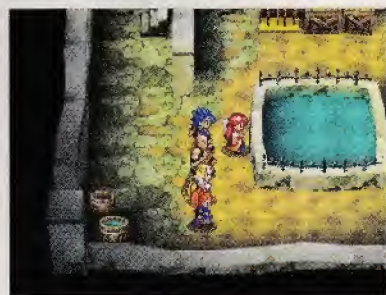
When you enter the casino, pay 100 Gold to get into the "dancing" section up top. Use stairs to go below the stage and search the dressing room for fishnet stockings and a pretty betsy.

The only tricky one is the last costume. Mo won't give it away when you enter the bar, and you need to play it slick to get him to give his guard. First, you'll need to enter the bar from the side door so you can speak to him behind the counter. Say that you don't need a drink and that you aren't looking for anyone. Only say yes when the bartender asks if you have business with him. This reveals the way for good.

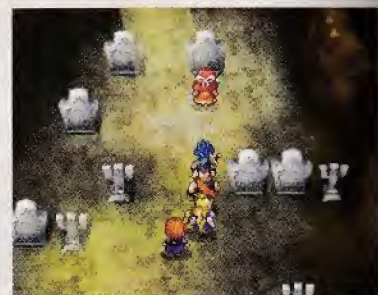
Before leaving the bar, listen to the two patrons on the southern side of the room. After you listen in on their conversation, go to the town well and climb down. Mo is inside the house, under the city. Pay him 2,000 Gold and get the information you need.

MEET THE SMITH

Leave Turnscote and walk north. This takes your party to a graveyard (the one with a free mini medal that you may have snagged way back when). Look for a girl here, at the top of the room near a grave. Speak to her and show her the rusted sword. When she runs off, return to Turnscote.



Go to the building on the northeastern part of town. The girl you met is named Welda, and that's where she lives. Talk to her again in the basement of her home and agree to use the rusted sword in the name of goodness. Don't touch the controls for a few seconds when she says that she's going to test you. Just let the test play itself out and she'll agree to polish the blade.



You won't be able to collect the new weapon until after you come back with the other artifacts. It is time to go get the rest of them.

CRYPTIC CATACOMBS

RECOMMENDED LEVEL
(31 TO PROCEED)

30

ACTIONS REQUIRED

- Zoom to Amor in the real world
- Sail south and then turn east to go up a river
- Turn north where the river forks and enter the cave at the head of the river
- Complete the dungeon to get one of the legendary items

LOCAL TREASURE

1,900 GOLD
MINI MEDAL (X3)
SEED OF RESILIENCE
SHIELD OF VALORA
SPIKED ARMOUR

LOCAL MONSTERS



BATTERING RAM



CUTTERFLY



HAUNTED MIRROR



SINISCULPTURE



BOARKER



FREEZING FOG



JUMPING JACKAL



TROLL



CORPSE CORPORAL



GRYPHON



MAGIC MARIONETTE



TYRANTOSAURUS



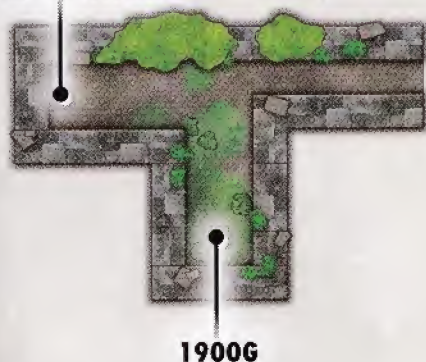
CURESLIME

A MYSTERY WRAPPED IN AN ENIGMA

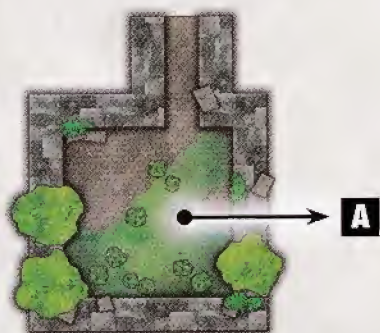
Now to find the next Legendary piece! First, Zoom to Amor in the real world. From there, sail south and then turn east to go up a river. Turn north where the river forks and look for a cave at the head of the river. Head on in when your party is ready.

Before you get started, there are some items of interest here. For the first two pieces of treasure, travel up twice from the stairs and left once. This room has chests with a seed of resilience and 1,900 Gold. From here go right, up, right, and then south. You'll score another mini medal for your efforts.

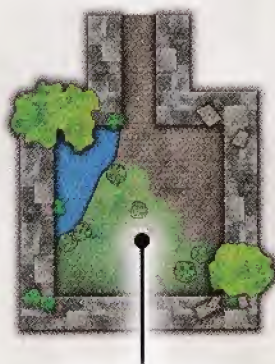
SEED OF RESILIENCE



1900G

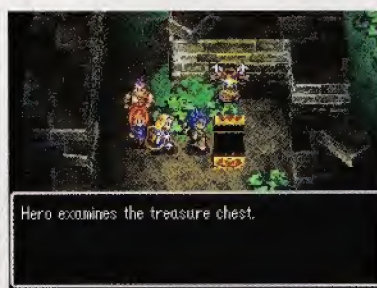


A



MINI MEDAL

This time head up twice, then right, up, left, and down. This takes you to the first staircase down.

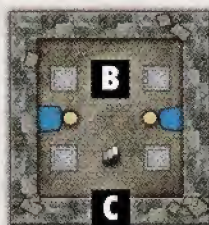
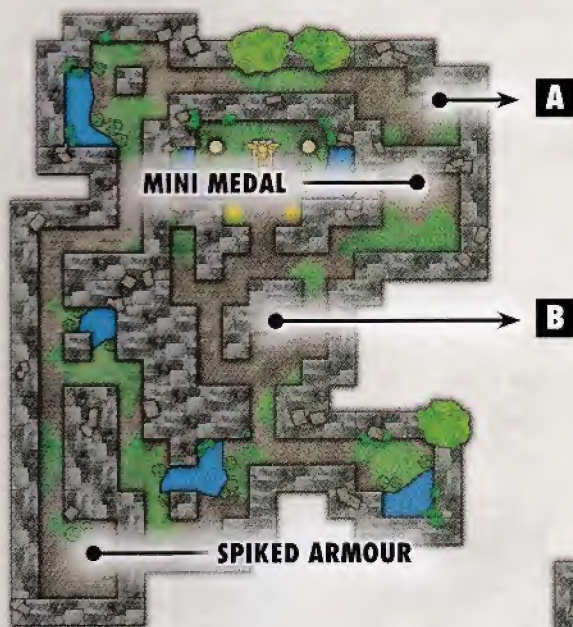


The second floor is much easier to deal with. Walk to the western side of the map and turn south.

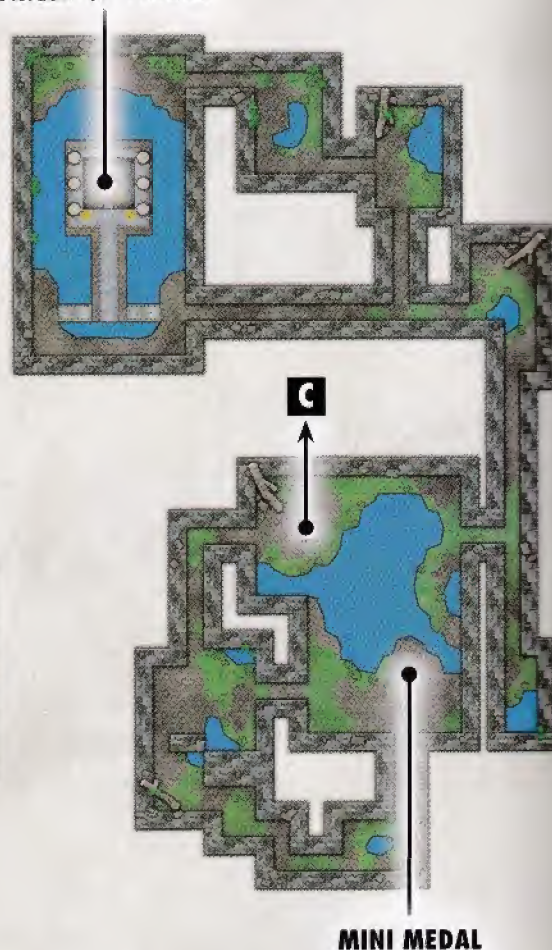


In the bottom corner is another chest. This one has a suit of spiked armour. The only other loot on this floor is on the right side of the map (near the dragon statue). This time you get a mini medal.

To proceed, walk to the front of the golden statue. From there, take the group south and hook around the right side of the wall you hit. In this corner is a hidden staircase. Tap A as you go to unveil it.



SHIELD OF VALORA



GETTING THERE

The hidden staircase takes you into an endless set of rooms, or so it seems. The stairs up and down don't really lead anywhere unless you do this correctly. Go down three times in a row. Then, go up twice and do not do anything else for a moment. Look at the southern side of the room and notice that there is now an opening.

Go through the open passage and take the new set of stairs on the other side of it. This brings your party down to the final level. Walk west and south to get around to the last mini medal for this area. Afterward, turn your attention north.



The last chest has the Shield of Valora. There aren't any secrets to finding it. Go to the northern site that's marked on the map and pick it up. Unlike the legendary sword, you can start using this item immediately. Equip your hero with this shield post haste.

Evac out of the dungeon and see if you have enough mini medals for another prize. If you have followed the walkthrough in this guide thus far, Medford will give you the metal king helm at this point in the adventure.

MOUNTAIN PASS (REAL WORLD)

RECOMMENDED LEVEL

31

5

ACTIONS REQUIRED

- Zoom to Wellshire again
- Sail east until you reach the next large landmass
- Disembark and look for the Mountain Pass that leads up toward Weaver's Peak
- Visit a house south of the pass (optional)
- Climb the mountain pass
- Enter Weaver's Peak

LOCAL TREASURE

880 GOLD
MINI MEDAL (X3)
PRETTY BETSY

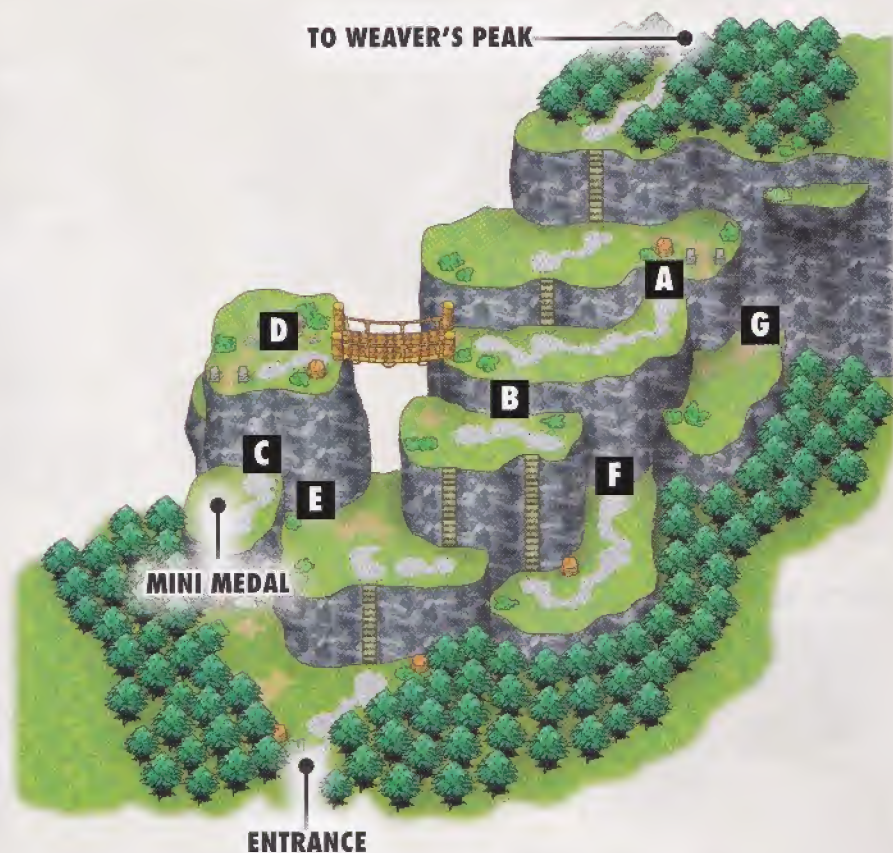
LOCAL MONSTERS



BOMBOULDER
BRIMSTONE BULB
FUDDLEGUANA
GRIM GRINNERS



HAARDVARK
HERMIT PIXIE
SLIME
TOXIC TURNIP



WALKTHROUGH



THE QUEST FOR THE LEGENDARY HELM

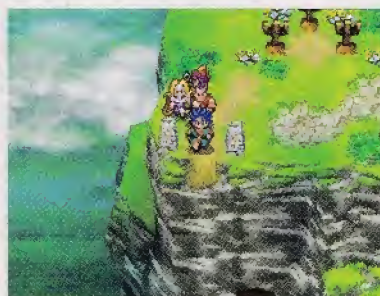
Let's get the legendary helm next. Zoom to Wellshire and walk east until you reach your ship. Board the Providence and sail east, avoiding the end of the peninsula. Continue east and keep going until you reach land again. There's a substantial mountain range to your east that's almost the same as the one in the dream world when you first left Weaver's Peak.



Hero Needed

The events in this part of the game won't occur unless your hero is in the party. Not a particularly harsh requirement, but good to know in case you have a non-standard party configuration.

Walk south along the mountains and look for a small house. There is a man who lives down here whose dresser contains a mini medal. Take the medal and proceed to the Mountain Pass. The enemies are going to be more difficult than they were early on in the game, but they shouldn't be too difficult. In fact the place is safe enough for some of the Weaver's Peak citizens to wander around in the area. Talk to them in passing to learn more about the town's gossip.



Treasure is light. You get 880 Gold on the left side of the first major cave.

When you leave that cave, walk to the left and cross a bridge. Once you reach the graveyard, drop off the southern side of the cliff and grab a mini medal from a chest below.

Enter a new cave and use the ladder within to get back up to the graveyard. Cross the bridge again and keep going up the mountain. Your party overhears a tense conversation but both participants leave before you are able to reach them. Don't follow yet—instead, jump off the eastern side of that tier and collect a mini medal and pretty betsy from the next cave.



Use the pit on the western side of the treasure cave to drop to the bottom of the map. Climb back up now that you're done looting and go all the way to the top without any further distractions. Leave the Mountain Pass and proceed toward Weaver's Peak.

WEAVER'S PEAK (REAL WORLD)

RECOMMENDED LEVEL

31

ACTIONS REQUIRED

- Talk to Mayor Spindell (up north)
- Talk to Tania and return to the Mayor's house
- Speak to the person visiting the mayor, then follow him to the Mountain Pass
- Follow him west to the side of the cliff and talk to him again
- Zoom to Weaver's Peak after the conversation ends
- Fight off all local monsters
- Hurry to Tania's house and talk to the hero who's fighting off a stronger monster
- Agree to protect Tania (your character learns the Zap spell and the enemy boss suffers a massive stat penalty)
- Defeat the enemy boss
- Zoom to Somnia

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
CYPRESS STICK	10
BAMBOO SPEAR	50
COPPER SWORD	270
WAYFARER'S CLOTHES	70
LEATHER ARMOUR	180
LEATHER SHIELD	70

ITEM SHOP

EQUIPMENT	COST (IN GOLD)
WAR HAMMER	12000
ZOMBIESBANE	18000
DRAGON MAIL	12000
FLOWING DRESS	14800
BUNNY EARS	750

LOCAL TREASURE

10 GOLD
MEDICINAL HERB
MINI MEDAL
NOBLE GARB
POT LID
SEED OF RESILIENCE
TRAILBLAZING BANDANA

LOCAL MONSTERS



BAD KARMOUR

BERZORKER

BOSS TROLL



DEMON-AT-ARMS

SINTAUR





HOME SWEET HOME

You're back in Weaver's Peak. Everything seems peaceful, so let's explore and see if there is anything to do here. On the eastern side of town is the pub. Go inside and take a worthless pot lid from the first floor and a much nicer seed of resilience from the upper floor. Buddy is staying up top and you can talk to him. You can say "yes" or "no" when prompted without it making much difference.

Some other loot can be found in the town. There's 10 Gold outside the southern building. The Mayor's house has a mini medal in a pot outside and a trailblazing bandana can be found within. Tania's house, in the northwest, has noble garb if you need it.



After looking around, talk to Mayor Spindell. He tells you to speak with Tania. After paying her a visit, speak with the Mayor again. You'll meet the local hero in town, but he'll leave after bumping into you.

Leave Weaver's Peak and walk back to the Mountain Pass. The hero is at the top of the area where you enter. Approach him and follow him west to the edge of the cliff. Your group talks amongst themselves until a boy runs over to say that Weaver's Peak is having a problem. Zoom back there immediately.

IT'S HERO TIME

There are a number of small monster groups in Weaver's Peak now. You can't proceed until all of them have been killed. The church is a place of refuge. Go there to save or heal (the priest restores your party's HP/MP, and the nun is taking care of other church services).

To clear the town of monsters, approach each blue creature and interact with it. You have to catch all of them. The following is a list of places to look:



- One fight is in the town square
- Another is north of that position, where Buddy is fighting a beast
- Search the small southern house
- Look on the right side of town in front of the weapon shop
- Enter the weapon shop to kill another target
- The lower floor of the pub is clear but a monster is hiding on the upper floor
- Pop into the house in the lower left side of town for a fight
- Two groups are in the Mayor's house

When you've saved everyone, go into Tania's house. The leader of the enemy forces is there fighting against the town hero. If you attack the boss directly he'll have impressive stats. Instead, you can talk to the hero first and agree to join forces. This lets you learn the Zap spell before the fight starts, dramatically weakening the boss to the point where he's a pushover.



Honestly, it's not much of an encounter if you take things conservatively. The boss is reduced to 400 HP, so your group can kill him in a couple of rounds. There are random encounters that pose much more of a threat. Bad for him, right?

SOMNIA CASTLE (REAL WORLD)

RECOMMENDED LEVEL

31

ACTIONS REQUIRED

- Meet Captain Franco near the town's front gate and let him escort your party to the castle
- Talk to the King and Queen and enjoy a royal party
- That night, have your hero search the castle to remind himself of his life here in Somnia
- In the morning, take the Helm of Seboth from the King

REGAINING MEMORIES

You have almost completed what's required to get the legendary helm. As soon as your hero arrives in Somnia you are greeted by the new guard captain. He'll talk to your hero for a few moments and lead you to the King regardless of what you say.

Talk to the King and Queen. They decide that it's time to throw a righteous party and there's no reason to disagree with them. When evening falls, everyone goes to sleep and your hero actually gets a bit of quiet time. Madame Luca pays your hero a visit and suggests that he looks around the castle.

To finish this section your hero has to search for memories from his past. The following is a complete list of the locations:



- Upper left side of the second floor
- Left walkway of the second floor
- Right walkway of the second floor
- First floor courtyard
- Upper right side of the first floor (the library)
- Upper left side of the first floor (the kitchen)

After finding those six memories, return to the throne room and view a seventh. This one is in the center of the room, so it's impossible to miss.

Your hero talks to the King again and then gets some shuteye. In the morning, the King presents your hero with the Helm of Sebeth, one of the four legendary items that you've been seeking. Be sure to equip this helm before leaving the city.

FELONIA (OPTIONAL)

RECOMMENDED LEVEL

31

WALKTHROUGH

ACTIONS REQUIRED

- Zoom to Turnscote, then sail (or fly) to the larger island to the south
- Enter the city there, then explore and loot the town and castle

LOCAL MONSTERS



FRIGHTURN
SCAREWELL

LOCAL TREASURE

70 GOLD

GOLD BRACER

HOLY WATER

MINI MEDAL (X6)

PRAYER RING

PRETTY BETSY (X2)

'SCHOLARLY RETREAT' DREAMSCAPE

SEED OF LIFE

SEED OF WISDOM

SEED OF AGILITY

'SENIOR SWAMP' DREAMSCAPE

WAYFARER'S CLOTHES

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
SIREN SWORD	9800
WAR HAMMER	12000
WATERMAUL WAND	14000
ZOMBIESBANE	18000
FIRE BLADE	22500

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
DANCER'S COSTUME	1300
SILVER MAIL	6300
DRAGON MAIL	12000
FLAME SHIELD	17000

FILLING IN THE GAPS

On the islands south of Turnscote, there is a castle town called Felonia. Zoom to Turnscote, then either fly your carpet down there or park your boat on the south end and walk north to the castle. Felonia isn't a town that you need to visit to win the game, but it provides backstory for Milly and information on the legendary shield. The best part is that you already know how to get the shield (because it's useful to get it early).



The main reason to come here now is to get a massive influx of loot. This place has *six* mini medals, and there are several attribute-boosting seeds here as well.

The town and castle are both places that have improved dramatically under the rule of their current King. Go and meet him if you like; he is a good soul. You can also visit the estate of a local crime syndicate that is on the wane. They're called the Gandino gang and their house is on the right side of town.



To find out a bit more about Milly's past you can visit the church and listen to an old man's worries. Speak to the man again in the Gandino house and he will return to his home near the armour shop.

Visit the castle next and check out the dungeon. There is a hidden stairway in the castle basement, making it clear that someone could have escaped from there. In addition, you get some interesting info from a Gandino goon who mentions that someone tried to save the girl in question.

As for the treasure in this area, the following is a list of items and locations:

- In the upper left side of town is a glowing yellow mark that indicates a mini medal that's hidden beside the water
- The house in the lower right has a pretty betsy
- A prayer ring can be found down in the well. It's in the same room as several barrels; one of which contains a mini medal while another barrel has a seed of agility
- The Gandino estate has a mini medal and 70 Gold in its basement
- Take a seed of wisdom from the castle kitchen
- The castle library has a dreamscape and a seed of life
- A hidden mini medal is buried in the castle garden beneath the throne room
- Above the throne room is the King's chamber housing a pretty betsy
- The western tower of the castle has a mini medal inside a barrel
- The Queen Mother's room has a gold bracer and a dreamscape

Once you have all of these treasures leave Felonia.



CASTLE GRACESKULL

RECOMMENDED LEVEL

31

ACTIONS REQUIRED

- In the real world use the flying carpet to make your way to the continent located in the southwest
- Fly over the lake that divides the mountain range to reach some ruins
- Use the well in the ruins to reach the dream world (optional)
- Let the guard on the other side lead your party into the castle (optional)
- Look outside the main building on the right; tell Spot that he can join your party (optional)
- See the King upstairs (optional)
- Climb up two more flights and talk to the guard in front of the ceremonial chamber (optional)
- Go back downstairs to the kitchen and receive the cook's offering (optional)
- Take the offering to the guard at the ceremonial chamber (optional)
- Use the golden pickaxe on the upper right corner of the wooden floor to reveal a hidden staircase in the real world
- Collect the legendary Armour of Orgo
- Enter the left door of the dream world version of Castle Graceskull, then use the pickaxe on the upper right corner of the floor to collect more treasure (optional)

LOCAL TREASURE

ARMOUR OF ORGO
BURNING ALTAR DREAMSCAPE
MINI MEDAL (X2)
PRETTY BETSY
SEED OF AGILITY
SEED OF STRENGTH
TEMPEST SHIELD



Work it, Hero!

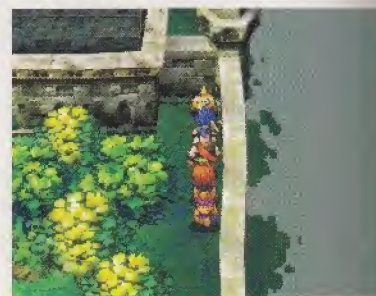
You can't get to Castle Graceskull before winning and repairing the flying carpet. This requires three victories in the Best-Dressed Contest followed by a visit to Sorceria to get the rug repaired. Take the rug to the northwestern building in Sorceria and talk to the old man who lives there.

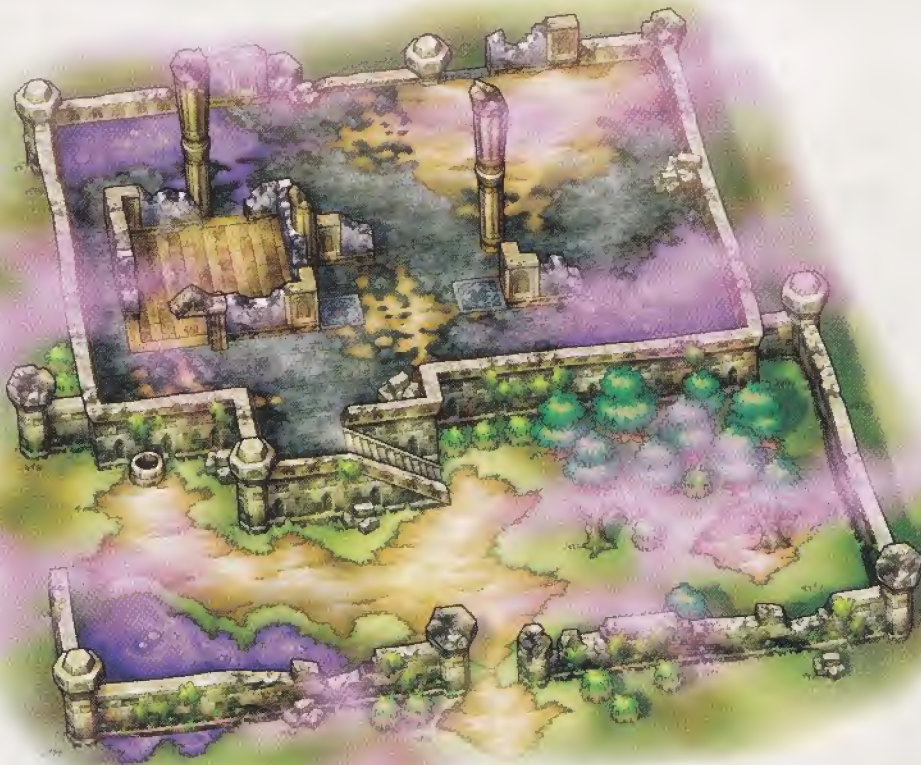
THE LAST OF THE FOUR LEGENDARY ITEMS

Once you have the flying carpet, travel to the real world and Zoom to Pescado. From there, fly to the southwestern edge of the map and look for a place to land on the nearest continent. You'll have to slip into a forest that surrounds most of the southern coast. Land and walk through the forest until you see a lake blocking your way to the east. Use the carpet once more to fly across the lake and go into the ruined castle beyond.

The castle is absolutely trashed, but a well on the western side takes you into the dream world. A guard takes you into the castle soon after your group arrives, but before you start messing around with the story too much, you might as well get some treasure.

Outside of the main castle building there are a few things to do. So, slip back outside, walk down the stairs, and meet Spot on the right side of the yard. He's a mottle slime who's a little shaken. Let him know that he can join your party and he'll sign right up!





Next, go into the door on the right side of the castle. This takes you to the kitchen, where you can grab a seed of agility from a pot inside. The floor above has a pretty betsy in an armoire.

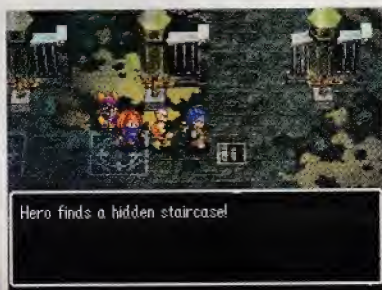
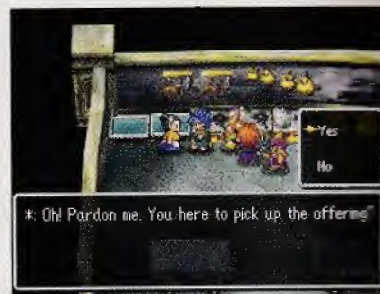
Go back into the main building. A mini medal is upstairs on the third floor. Search the armoires up top to find it. The library on the roof has a dreamscape sitting in a bookcase at the top of the room.

Now that you have those items, talk to the guard who is standing in front of a large, weird chamber on the fourth floor. He'll say that he needs an offering before the ceremony can begin. Go back to the kitchen and talk to the cook. She'll hook you up with some ceremonial grub.

Bring the offering to the guard, let him take the items inside, then talk to him again. Afterward, return to the King's throne room. Follow the King up to the ceremonial chamber and talk to the guard again.

Pay careful attention to the events that follow, and you will learn about a secret set of stairs. Your group can get the Armour of Orgo from that same staircase in the real world. You can also return to this castle in the dream world and open a treasure room from there. To access this hidden stairwell in either realm, use the golden pickaxe where the stairs are located.

The legendary armour can only be retrieved from the real world. To get it you'll have to open the secret stairs, enter the treasure room, and unveil a second staircase by moving the stone block at the bottom of the room. Descend again and search the top of the next level to get the armour.



In the dream world you get three treasure chests from the room. They contain another mini medal, a tempest shield, and a seed of strength. While it's true that you can skip ahead and loot the treasure room in both worlds without watching the ceremony, you shouldn't cheat yourself out of seeing this epic scene with the King of Graceskull.

COMBINING THE LEGENDARY ITEMS

RECOMMENDED LEVEL

31

ACTIONS REQUIRED

- Once you have all of the legendary items Zoom to Turnscote and talk to Welda to obtain the Sword of Ramias

YOU'VE EARNED IT

The Sword of Ramias has been reforged. Go back to Turnscote and talk to Welda in her forge. She'll give you the last of the four items, and your hero can equip the blade. It's awesome!



Go to the Fashion Forge or to the forge on the western side of Turnscote. Bring 34,000 Gold so you can upgrade the new sword twice. This increases its attack power and its style rating. If you have even more money you can upgrade some of the other legendary items as well.

STORMSGATE CITADEL

RECOMMENDED LEVEL
(32 TO PROCEED)

31

ACTIONS REQUIRED

- From Turnscote, sail the Providence around the peninsula to the south, then take the strait leading south
- Land along a forested treeline and walk north until you find a shrine
- Change the four symbols in the area to match the symbols of the legendary items (answer provided in the text)
- Fight the boss that arrives
- After the fight, search the castle for modest supplies and then talk to the Lord of the region
- Survive three major fights and let Terry join the party

LOCAL TREASURE

SEED OF LIFE
YGGDRASIL LEAF

LOCAL MONSTERS



DHURAN



IRON TORTOISE



STORMSGATE CITADEL



TERRY

ÜBERKILLING MACHINE



WALKTHROUGH

STORMING STORMSGATE

Rest and save your game before going after the next target. There is a boss battle early on in the new area and the fighting doesn't lighten up afterward. When you're ready, take the Providence south, following the shore. Pass the first river, which leads inland, then continue following the coast south.

Look for a line of trees along the shoreline where the mountains clear. Land near the woods and walk north for a moment. This takes the party to a shrine that's in the middle of nowhere. Go into the shrine and open the way forward by completing a small puzzle.

There are four symbols on the ground that are changed by stepping on plates beside each of them. You need the symbols to line up with the items that your hero is carrying. The top symbol is for your helm. Left is for the blade. Right is for the shield. The bottom symbol represents your armour.



Examine the items to figure out which symbol to select, or see our answer below.

LEGENDARY SYMBOLS	
TOP SYMBOL	SUN
LEFT SYMBOL	LIGHTNING BOLT
RIGHT SYMBOL	CROSSED SWORDS (AN "X")
BOTTOM SYMBOL	A HEART

Make sure you have all of the armour and the sword equipped, then as soon as you align the symbols to match your equipment an enemy attacks.

STORMSGATE CITADEL

HP	3000
MP	INF
ATTACK	240
DEFENCE	200
AGILITY	65
EXP	2200
GOLD	0



Have you ever fought a building before? If not, you're in for a treat. The Citadel itself is out to get you.

This fight is trivialized if any of your party members have learned the Multiheal spell. The Citadel only attacks once per round and all of its special attacks are focused on area-of-effect damage. A single Multiheal spell can negate pretty much all damage from every round, so the remainder of your party can attack with full force for the duration of the encounter.

If you don't have Multiheal you should probably use dual healers instead and let them trade off the two party members that they are healing. Don't let characters fall substantially below 100 HP, because some of the Citadel's better area-of-effect spells can deal as much as 95 or so points of damage. Most of its attacks don't, but you wouldn't want a sudden burst to trash your best healer.

Even though this is a fight that taxes your MP somewhat, it isn't supposed to be a party killer.

Beating this building lets you explore inside it. You should search the lower levels of the building first for a seed of life and an Yggdrasil leaf. Some guards try to stop you on the way in, but they aren't allowed to attack—giving you free rein to wander.

After finding the treasure in the apparent sleeping quarters, go to the top of the castle. Meet Dhuran, the ruler of Stormsgate. Be certain that everyone is at full health before doing this because you'll soon need to fight this simple lord of darkness and his various allies.

ROUND ONE

To start things off, Dhuran throws an überkilling machine and an iron tortoise at your party. The iron tortoise acts as a tank for the duo, meaning that it likes to guard its buddy and absorb damage for it. The überkilling machine is the real threat, but you can't easily kill it in the first round unless you get especially lucky.



To play it safe, attack the iron tortoise first for the easier kill and expose the überkilling machine for the remainder of the fight. The iron tortoise doesn't have that much health, so any hits that do get through make a big difference.

Use attacks that are more likely to get a critical hit. Having a couple of characters use Hatchet Man or similar critical strike attacks gives you a good chance to blast the tortoise out of the field. Once that happens, your group can easily kill the other foe while someone heals your party members from any damage they take.

NEXT UP: HERO VS HERO

You have to prove a point now. Terry has been shadowing your group's efforts for a long time and he needs to realize that you're the best. Help him find his way by giving the lad a fine kick in the rump.



TERRY

HP	271
MP	5
ATTACK	98
DEFENCE	64
AGILITY	126
EXP	0
GOLD	0

Terry has decent single-target damage, and his area-of-effect attacks aren't bad either. His health is a weak point, so don't expect the battle to last all that long. This is doubly true if you have the Oomph spell to cast. Even if you don't, your hero can use the Sword of Ramias to cast an Oomph-like spell to power up party members.

Either use dual healers or someone with Multiheal to keep the fight safe. Everyone else can lean into the damage. Remember to use powerful, single-attack abilities from any characters that have Oomph on them; multi-hit abilities only get the benefit of Oomph for their first damaging attack.



Don't worry about holding back on HP/MP. The next fight is going to be the final boss battle for this dungeon and Dhuran isn't going to let you go in without all of your strength. That would make him look weak in front of his monsters.

DHURAN'S LAST STAND

Dhuran is kind of a cool bad guy. He'll compliment your group, heal them, and give you a perfectly fair chance to defeat him.

DHURAN

HP	3000
MP	INF
ATTACK	260
DEFENCE	200
AGILITY	120
EXP	5500
GOLD	2300

Dhuran likes to lull groups into a false sense of security. Some of his rounds are gentle and you won't take much damage at all. However, his area-of-effect damage can burst to adequate levels and he'll use Disruptive Wave from time to time, stripping off effects your party may have like Kabuff and Oomph.

For this reason, don't bother with Kabuff and don't Oomph the entire party. Just cast Oomph on your best damage dealer and let the other party members heal and attack as needed. Restore that single Oomph after each Disruptive Wave and continue the process.



Unless you've managed to get to Dhuran well before level 30 he won't pose a major threat. Kill him and listen to what Terry has to say. He'll join the group at this time. Leave the castle, rest, and save.



This Won't Take Long

Take Terry to the prison at Arkbolt Castle. An old acquaintance of his has been there for some time now who can be found by taking the stairs on the right walkway of the second floor down to the dungeon. Have the two of them talk and agree to let Lizzy into your party. She's a hard-hitting melee fighter with amazingly good attributes. Her health, strength, and overall capabilities are through the roof.

CLOUDSGATE CITADEL

RECOMMENDED LEVEL

32

ACTIONS REQUIRED

- Enter the new castle of Cloudsgate Citadel, found on the southeastern continent in the dream world, and look around (can be reached easily by re-entering the symbols at the shrine)
- Talk to the King in the throne room to learn about Pegasus
- Use the well inside the castle on the bottom floor to shift realms and make your way to the Pillar of Pegasus

LOCAL TREASURE

20 GOLD
OAKEN CLUB
MEDICINAL HERB
WAYFARER'S CLOTHES



WALKTHROUGH

THE LIGHTER SIDE

Cloudsgate Citadel is the castle your party saw after defeating Dhuran. It landed in the dream world near the middle of the southeastern continent. You can reach this castle by flying down from just about anywhere. Once you reach the southeastern continent, land in order to walk through some forest, then fly the rest of the way to the castle for speed and convenience. You can also just re-enter the symbols at the shrine and you will be beamed up to the castle.

Before visiting the King, look around and enjoy the sites. The western side of the castle has a garden that is quite exceptional. Yggdrasil dew collects there frequently and the boy who tends it is willing to help you out. He'll give you Yggdrasil dew every time you come by (unless you already have some). This item fully restores everyone's health so it's a great idea to keep some around for tough boss fights. The bedroom next door has dressers containing a mini medal and an Yggdrasil leaf.

There are also three dreamscapes in the library upstairs along the central route through the castle. One is in the lower group of bookcases and the other two are in the top row.



The doors on the left side of the castle, on the upper floor, take you to see the King. After talking to him, look behind his throne. A wonderfully hidden mini medal is back there and it's probably one of the easiest to miss in the game. Once you have it, go down to the lower level and look on the west side. A guard is blocking access to a well. Talk to the guard and he'll say that the King has given you permission to enter.

Use the well, switch back to the real world, and enter the Pillar of Pegasus a few steps north.



THE PILLAR OF PEGASUS

RECOMMENDED LEVEL
(33 TO PROCEED)

32

ACTIONS REQUIRED

- Climb the tower and get the celestial reins
- Return to the King of Cloudsgate Citadel and show him the celestial reins

LOCAL TREASURE

DRAGONSBANE
FIRE CLAW
MINI MEDAL (X2)

SEED OF STRENGTH (X2)
YGGDRASIL LEAF
SEED OF LIFE

LOCAL MONSTERS

BOSS TROLL

CORPSE CORPORAL

DEVILMOTH

DRASTIC DRACKAL

FREEZING FOG

FRIGHTURN



HIGH DJINKS



HIRSUTE HEXER



KILLER MOTH



LIQUID METAL SLIME



MIMIC



MOTTLE MENDSLIME



MYTHSTEED



NE'ER-DO-WELL



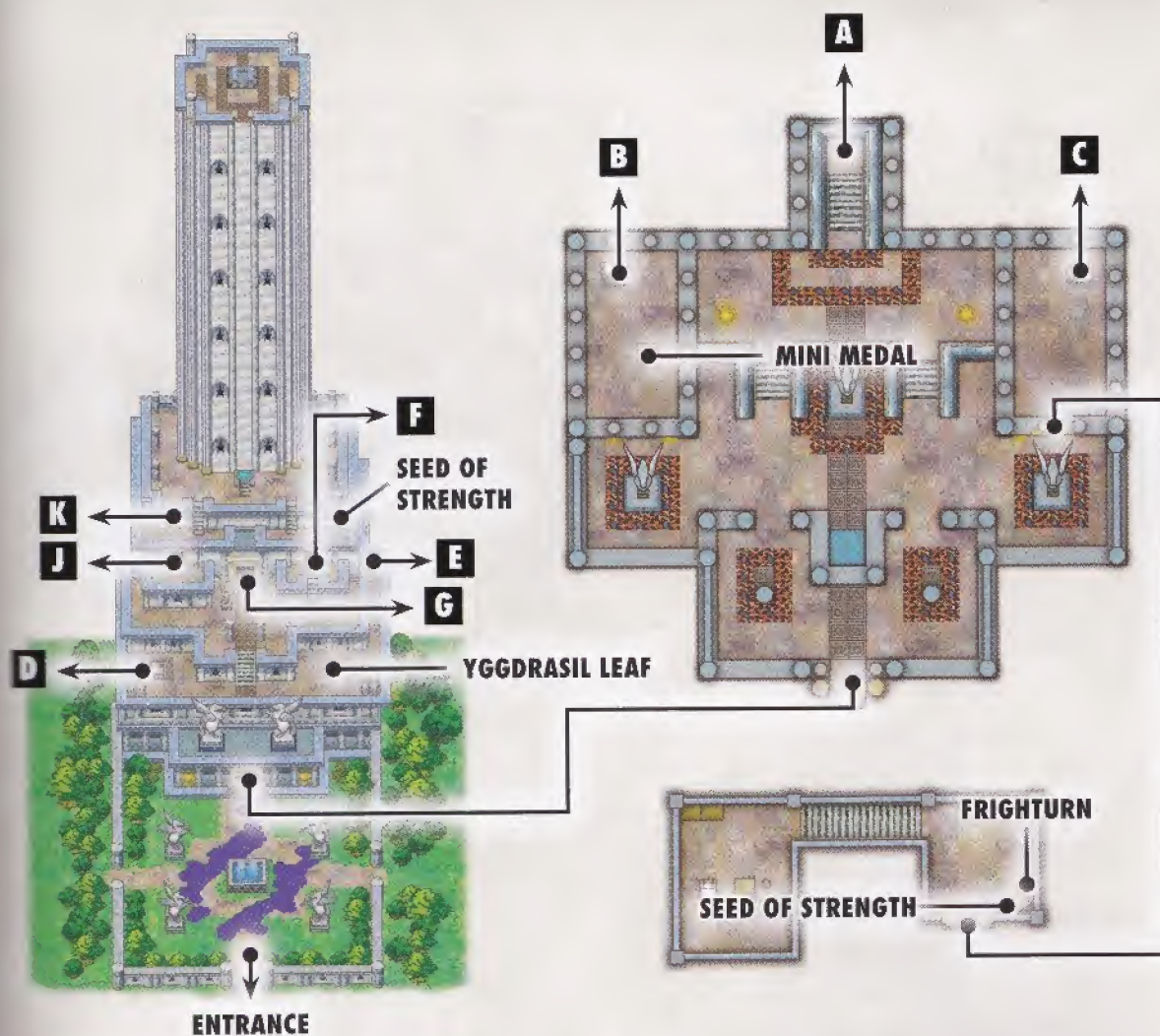
OVERKILLING MACHINE



SILHOUETTE



SPLUTTERFLY



WALKTHROUGH

WE NEED TO QUIT HORISING AROUND

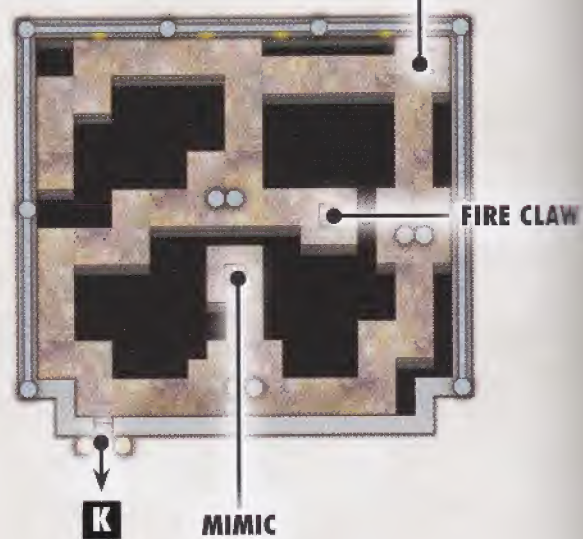
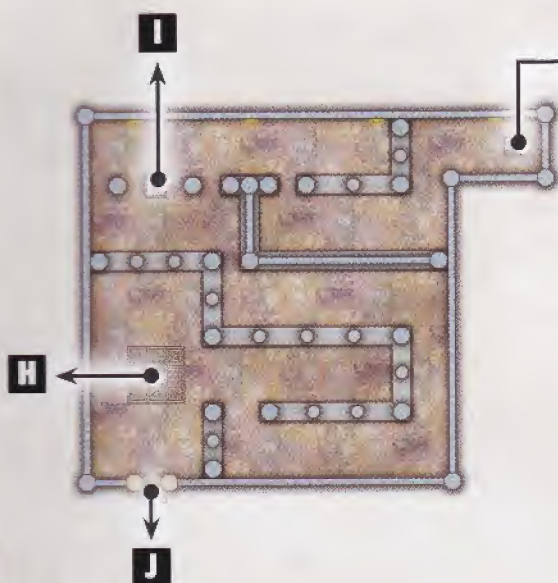
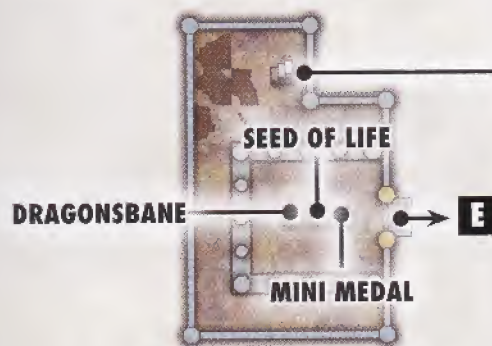
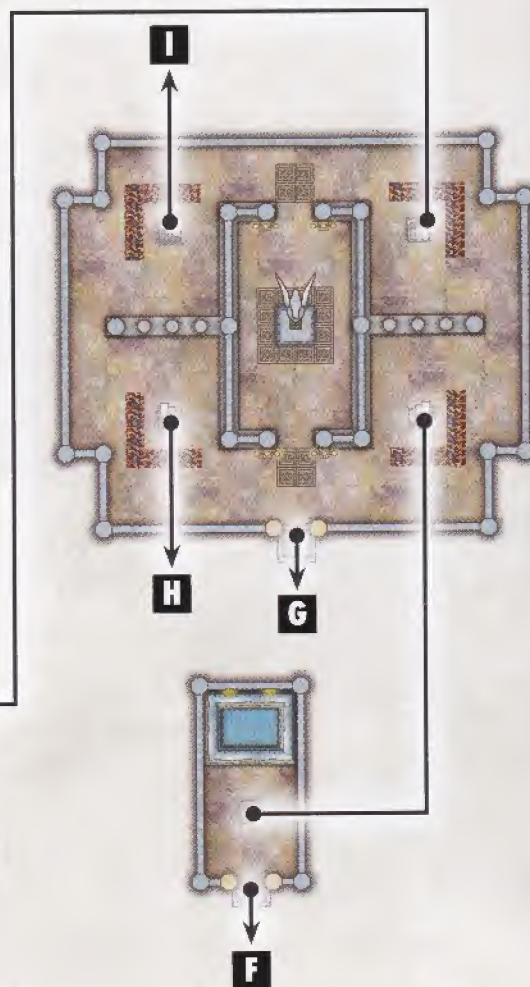
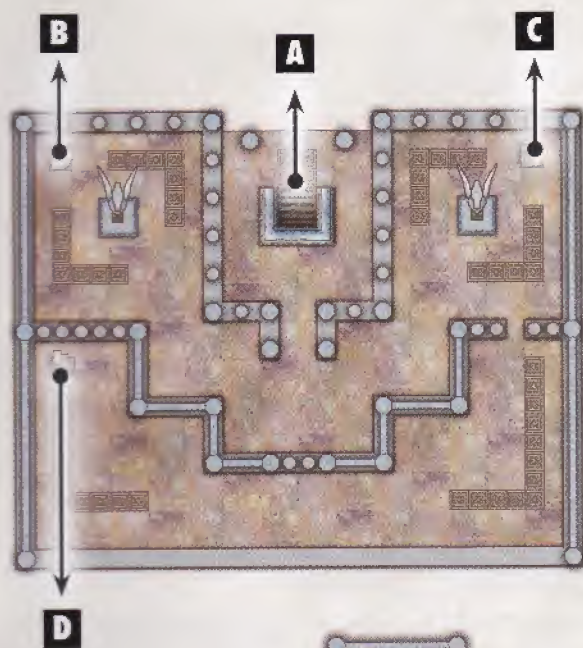
The Pillar of Pegasus is quite close to the Cloudsgate well. Walk north to enter the structure. Cross some icky terrain outside of the tower and move up to the main floor. Expect to face heavy resistance in this dungeon. Even though there isn't a boss, the rank and file bad guys here are tough. Versute hexers can cast the Kazing spell on fallen allies making it especially troublesome when there are two in the same group.

On the upside, there are rare sightings of liquid metal slimes in the tower. They're great for power leveling, so keep your fingers crossed for a lucky kill.



Hitchin' a Wagon

Your wagon comes into the dungeon with you this time. As such, you can change your line-up at any time.



Look at the map before you start climbing the tower. A frighturn is in a room on the right side of the first level. Another pot next to it has a seed of strength. Start on that side of the floor to get everything you want.

The other treasure from the first tier is a mini medal. To reach it climb the large staircase to the north, then



take the stairs down from the western side of the second floor.

Return to the second floor and follow the hall to the right. Ignore the stairs in the top right corner of this floor. Instead, pass through an opening to



the south of it, and follow the hall left to a stairwell that leads to the balcony of the third floor.

On the lower right side of the third floor is an Yggdrasil leaf. After you obtain it, look for a tiny ledge on the right side of the castle. Follow the ledge north until it dead ends. The gray stone on the floor marks the threshold of a hidden entrance to the left. It leads to a treasure chamber with a dragonsbane, a seed of life, and a mini medal!

After exiting the treasure chamber, take the central stairs up and enter the door at the end of the path. This room has four stairwells—either of the two stairs on the left side of the room will take you to the correct place on the next floor up. However, the stairs in the upper left corner will place you considerably closer to your next target location.

On this floor, the goal is to take the stairs up in the top right corner of the map. If you took the suggested stairwell, simply follow the upper wall to the right, squeeze through the first opening in the pillars to the south, then follow the hall right to the stairwell up.

This next floor requires some caution while walking—if you fall off the walkways, you'll end up back on the floor below. Follow the walkway to the left, then down. Grab the fireclaw from the treasure chest to the right, then follow the walkway left and then south. The exit on the south wall will take you to the next area. However you may wish to walk a few more paces to the right first to reach a mimic north of some pillars. Defeat the mimic to earn a seed of life.

Leave that room using the aforementioned door on the lower left side of the room. That takes your group to a ledge with a flight of stairs. Climb up, but look on the right side of the tower for a seed of strength (it's down a set of stairs similar to the one you just climbed).

At last, use the blue circle in the middle of the tower to reach the top. Heal your party to full strength then interact with the statue of Pegasus.

A high djinks, a silhouette, and a devilmoth attack. Kill the silhouette first;



its health is low and the creature has the potential to do the most damage to your group with its magic attacks. Take out the devilmoth next. Done correctly, you might be able to kill both on the first round, leaving the high djinks by himself.



The high djinks does heavy damage but he can't overcome a healer. Have the rest of the group team up for a couple rounds and rip the foe apart. Afterward, you'll receive the celestial reins.

Take this item back to the King of Cloudsgate and have them upgraded. Once you do this it is possible to fly Pegasus to the dread realm. After finishing a few chores in this region, you can take the fight to a new enemy!

UNDERSEA TREASURE CHAMBER (OPTIONAL)

RECOMMENDED LEVEL

35

ACTIONS REQUIRED

- Sail north of Port Haven and submerge to find the treasure chamber
- Fight two sets of guards to acquire the items hidden within

LOCAL TREASURE

GRINGHAM WHIP
MINI MEDAL (X2)
TEMPEST SHIELD

LOCAL MONSTERS



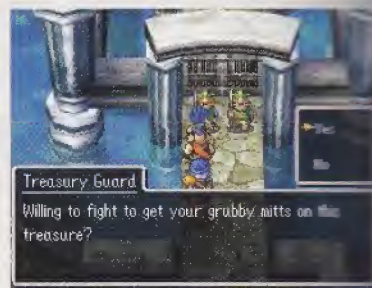
DRAGOONER
ÜBERKILLING MACHINE

MEAN FIGHTS FOR GOOD ITEMS

A treasure area that's often missed is hidden north of Port Haven, under the sea. You have to sail under the reef blocking the bay east of Scrimpsley to find it.

Once there, enter the submerged palace and fully heal your party. Even though there are only two fights in the dungeon, they are both nasty. The überkilling machines put out a ton of damage, so don't underestimate them. Toss out Fullheals liberally and treat your party's MP like it's made to be spent. You can always rest afterward.

The left side of the dungeon has a mini medal and a tempest shield. The guards stationed there are actually a dragoon and an überkilling machine. The right side of the area has two überkilling machines guarding chests containing the Gringham whip and another mini medal.



Final Chores



Rest, save, and turn in your mini medals before flying Pegasus to the dark realm. There isn't much left to do here in the regular world.

If you've collected everything up to this point you should have enough mini medals to get the Dragonic Diligence before heading out. That's an item that is used to learn a special vocation—the dragon vocation. Dragons get a solid bonus to combative attributes without sacrificing much of anything. They learn breath attacks that deal substantial area-of-effect damage without costing MP.

DESPAIRIA

RECOMMENDED LEVEL

33

ACTIONS REQUIRED

- Fly to the dread realm and enter the town of Despairia
- Meet Max Wynne and get his old pipe
- Leave town and travel west to Lotus Lagoon

LOCAL TREASURE

CHIMAERA WING
MINI MEDAL (X2)
SEED OF LIFE
SEED OF RESILIENCE

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
WAR HAMMER	12000
ZOMBIESBANE	18000
BLIZZARD BLADE	21000
SOLAR FAN	22000

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
GIGANT ARMOUR	23000
FLOWING DRESS	14800
OGRE SHIELD	20000
THINKING CAP	13000

CHURCH



TAVERN



WEAPON SHOP



ARMOUR SHOP



INN 5G



WALKTHROUGH

IT'S ALWAYS MONDAY MORNING IN DESPAIRIA

If you forgot to talk to the King of Cloudsgate Castle, return there now and get your celestial reins upgraded. Once that's done, Pegasus can fly the party to the dread realm at any time. Use the celestial reins to start flying, then press **X** to switch worlds.

Once you reach the new world, everything gets a bit scary. Your group loses their stats, so monsters can take everyone out at leisure. Hurry to the nearby town to find some shelter.

Of course, the town also has some loot. The merchant north of the town entrance has a barrel with a seed of life. Stairs near the front of town lead to an underground inn where a pot containing a mini medal can be found. In the northwest there is an impoverished home with a chimaera wing. Take the stairs down from that spot to get a seed of resilience. You'll also meet an old man in the basement. Take his smoking pipe and leave town afterward.

You can't get the second mini medal in town until later, so don't worry that you're missing any loot for now. The stores also won't open until you've completed a few good deeds.



Jugular Joker

There is an optional enemy at the top of the bar, in the middle of town. This guy isn't a special monster. He's just a jugular joker, and those guys become commonplace not much farther into the game. However, your group is very weak at the moment.

If you're dying for an extra mini medal, take this guy on now with the most aggressive party configuration that you can put together. Because everyone is at minimum health, you have to attack early in the round and be as deadly as you can be. Don't leave anyone for healing or support abilities, as there won't be time to use them.

Obviously, save before trying this. If your party lucks out with a critical hit or so, you win. Otherwise, reload and give the match another go. Victory nets you the mini medal, but it's not necessary for the story to progress.

LOTUS LAGOON

RECOMMENDED LEVEL

33

ACTIONS REQUIRED

- Travel west from Despairia until you reach the lagoon
- Enter the tavern and talk to the guys standing in line
- Take your party into the lagoon itself and maneuver toward the center
- Use the well in the lagoon to return to the real world
- Travel to Dullerton (a town in the mountains northeast of Ghent)
- Interact with the dog guarding a house on the western side of Dullerton and receive Wynne's tools from the woman inside the house
- Fly back to the dread realm and give Wynne his tools
- Receive a fine piece of equipment as a reward

LOCAL TREASURE

CHIMAERA WING
MINI MEDAL
RAGS





WALKTHROUGH



IN THE MOOD FOR A DIP?

The new point of interest is west of Despairia and it's close enough that you might not encounter any enemies along the way. If you do, run and hope for the best!

When you arrive, notice that Lotus Lagoon is dominated by a tavern in the center of the area. Walk into the tavern and talk to the patrons. There are dressers on the right side of the area but they only have a chimaera wing and some rags. Take those (if you must) and talk to the people standing in line for the springs.



This allows your party to join them and wade into the lagoon. Follow the people into the northeast corner and break away from the pack. Walk southwest from there, fighting against the currents. Look for stairs to your left and walk up those as soon as you can.

Inside is a building with locked doors. Search a pile of bones in front of the doors to pick up a mini medal. After you do that unlock the chamber and access a well on the south side of the building. It takes you back to the real world. Thank goodness!



A FLIGHT TO DULLERTON

Your party is still crippled, and even resting in the real world won't change that. Thus, you have to fly to Dullerton instead of Zooming around to make the journey faster. Dullerton is near Ghent in the northern part of the world. Look for a small village up in the hills.

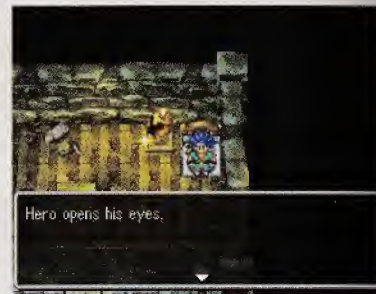
When you arrive there, land and take the pipe to a building on the west side of town with a dog blocking the door. Interacting with the dog starts a chain of events as you meet a woman who gives you Wynne's tools. Take them and use Pegasus to fly back to the dread realm again.

RESTORING HOPE

Give Wynne his tools and watch as he makes a piece of armour for you. You can get a suit of armour, a shield, or a helmet at this time. The helmet is usually the best choice because it's one of the best in the game. The suit of armour is the weakest choice because there are quite a few other pieces that surpass it.

In any event, your group rests while the item is forged. This restores your party to their normal stats. When you awake the hero will automatically take the equipment beside the bed. Equip it when you like and climb back to the surface. Your group now feels like itself again and the sun is shining!

Search the northern side of town. There is a graveyard there and the central grave has a mini medal hidden below it. In addition to this, you can visit the armour shop and the weapon shop. Talk to Wynne on the south side of town and he'll wake up the armour dealer. As for the weapon shop, you'll find the weapons dealer drinking at the tavern.



When all is done, save your game and leave town. Your next stop is far to the east.

GREEDMORE VALLEY (OPTIONAL)

RECOMMENDED LEVEL

33

5

ACTIONS REQUIRED

• Talk to the people in town and play games at the casino

• Enter the mine at the north end of Greedmore

WEAPON SHOP

EQUIPMENT	COST (IN GOLD)
HELA'S HAMMER	15000
MASSACRE SWORD	29000
GREAT BOW	37000
FEROCIOUS FANGS	17000

ARMOUR SHOP

EQUIPMENT	COST (IN GOLD)
GIGANT ARMOUR	23000
MIRROR ARMOUR	30000
RUINOUS SHIELD	5300
SILVER SHIELD	33000
GREAT HELM	25000

ITEM SHOP

EQUIPMENT	COST (IN GOLD)
MEDICINAL HERB	8
MOONWORT BULB	30
TRAILBLAZING BANDANA	500
FISHNET STOCKINGS	3200

LOCAL TREASURE

600 GOLD
'CORPSE CASINO' DREAMSCAPE
KAMIKAZEE BRACER
MINI MEDAL
PRETTY BETSY
SEED OF LIFE



WALKTHROUGH

HOLD ON TO YOUR PURSE

The people of Greedmore Valley have a tarnished reputation. A powerful sage used to live here, but that guy was snatched up by the Archfiend some time ago. Now, there isn't a good sense of purpose or leadership to this place. Everyone looks out for their own interests and plenty of the town residents are happy to con you out of your money.

Don't give the little boy any money for walking on his precious rug. Similarly, ignore the guy who tries to get you inside his girly club. The cover charge is only a couple hundred Gold, but there is an "exit fee" as well (if you're carrying less than 1200 Gold, there is no fee). It's just not worth your time or cash.

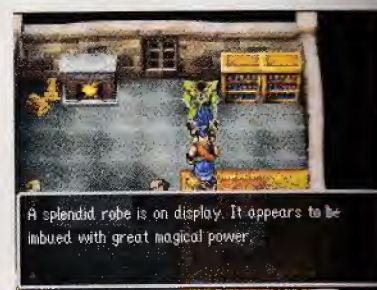
However, there are impressive stores in the town. Definitely check those out and search for treasures that are hidden throughout the area.

A garden on the western side of town has a hidden mini medal. A seed of life is similarly hidden on the right side of town in the graveyard. A nondescript building on the lower right has a pretty betsy inside a pot.

The mansion on the west side of town has a dreamscape. This is also where you get to see a robe that looks quite powerful; supposedly it was worn by the Supreme Sage that got kidnapped. Sadly, its current owner can't be talked into selling it right now.

Be careful not to skip the kamikazee bracer in the other mansion on the right side of Greedmore. These bracers sure come in handy late in the game. The upper floor of the same building has two mimics. Fight those for more seeds of life.

While you can just skip ahead to the lake in the forest, the mine isn't too difficult and there are some treasures of interest. Your goal should now enter the mine on the northern end of Greedmore.



GREEDMORE MINE

RECOMMENDED LEVEL
(34 TO PROCEED)

33

ACTIONS REQUIRED

- Search for a note about the location of an important treasure (optional)
- Walk west until you find a lake at the center of a forest
- Talk to the man beside the lake (on the left), and say "Yes"
- Take the long way down into the lake bed
- Examine the treasure chest twice
- Follow the villagers back to Greedmore Valley, then talk to the rich man in his mansion and accept the dragon robe as a reward (optional)

LOCAL TREASURE

SEED OF STRENGTH
SILVER SHIELD

LOCAL MONSTERS



BAD KARMOUR



BOMBOLDER



HOPPING HELLFIRE



KISSER



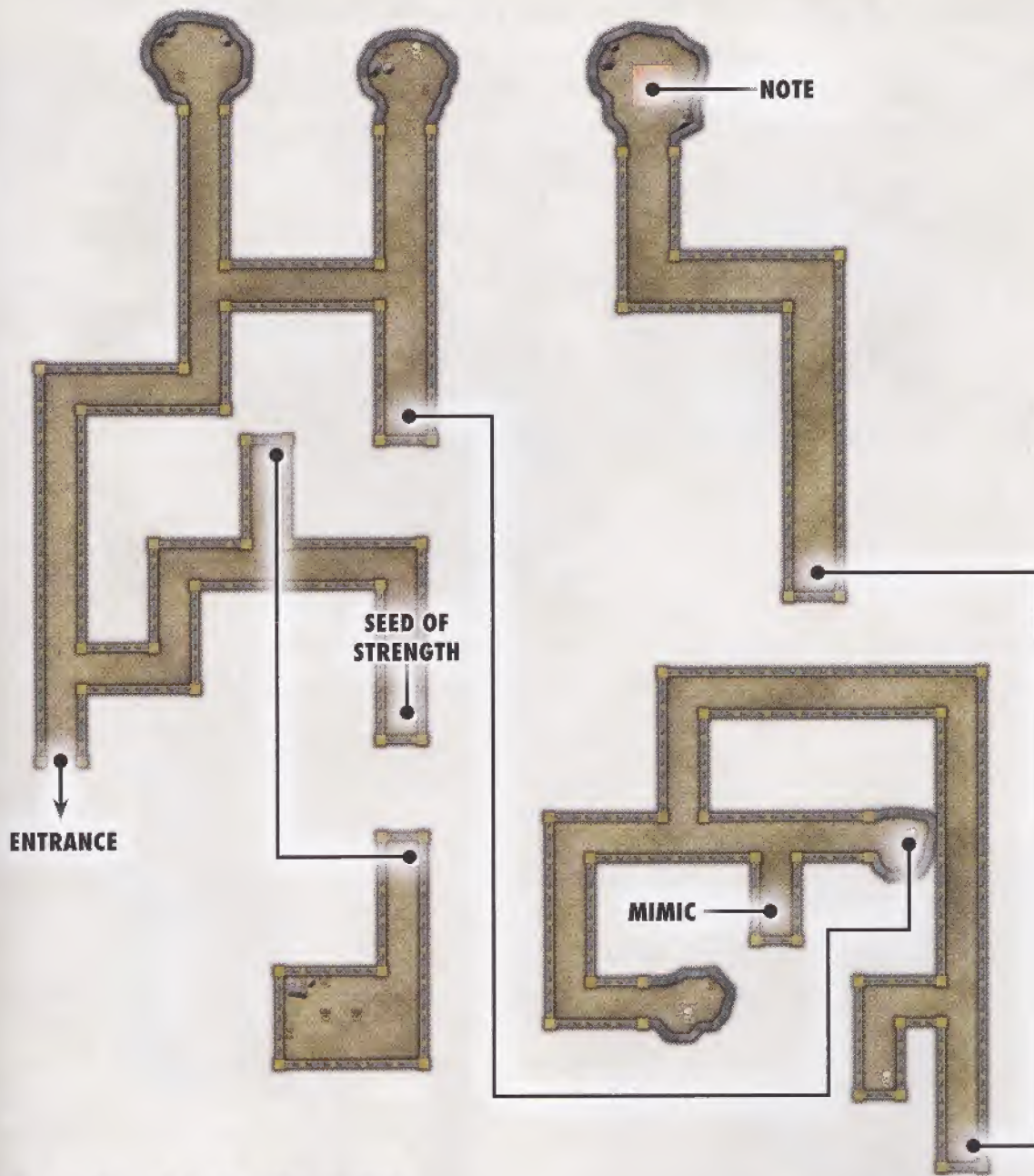
LIQUID METAL SLIME



MARROW ESCAPEE



SCYTHEBORG

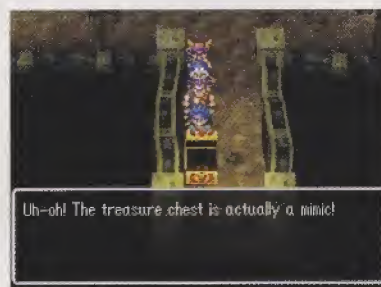


COAL MINE, ALL MINE (OPTIONAL)

The coal mine in Greedmore Valley isn't a large dungeon, but it's a good place to grab experience and a little bit of money. The citizens in town think that there's a clue hidden inside the mine. They're right about that! A note is tucked away in a chest at the bottom of the mine.

Fight your way down there, collecting the seed of strength from the first level and the mimic's seed of life from the second. Other than those two chests, there isn't anything else to grab in the dungeon.

When you reach the bottom, look for the note and read it. Exit the mine, then rest and save in Greedmore.



THE QUEST FOR ISAAC'S TREASURE

Leave Greedmore and walk west until you see a modest forest ahead. Enter that! There is a lake in the center of that forest.

Many people have already gathered there lured by rumors that the Supreme Sage Isaac hid treasure there.

Because the lake is filled, people cannot get to the treasure.



Talk to a guy on the left side of the lake. He'll ask if you'd sell your soul to get that fine loot. Ignore the sensible answer and tell the guy "yes." This drains the water from the lake, allowing the horde of villagers to rush the chest at the bottom.

Take the long way down along the route to the right. When your group reaches the bottom open the chest and watch the scene that unfolds. After everyone goes back to town, examine the "empty" treasure chest twice. A secret passage is unveiled, allowing you to enter a subterranean cavern.

An Optional Diversion

If you want to grab that robe from before, you should follow the townspeople back to Greedmore. Go to the western mansion and talk to the owner of the magical robe. He'll be in a much more generous mood than he was earlier. Walk over to the robe afterward and interact with it. Your group picks up the dragon robe and can use it from that point forward; it's a nice piece, especially for someone like Milly.

WHAT'S INSIDE THE CAVE?

Once inside the cavern under the lake, search the left side of the cave for a silver shield. This is the only treasure you'll find in the cavern. Other than that, you just need to look for the stairs on the northern end of the cave.

The cave takes you to a new section of wilderness. A well to the west houses a priest and a healer. Your group can save, resummed



and heal to full HP/MP at any time so this is a fine place to fight and level up. The monsters are worth a great deal of experience as well, making the resting spot even more beneficial.

Nearby is your next major destination. It looks like a castle and you find it northeast of the well.



GALLOWS MOOR

RECOMMENDED LEVEL
(33 TO PROCEED)

34

5

ACTIONS REQUIRED

- Talk to the giant guarding the front of the prison and defeat him in battle
- Talk to the giant's brother nearby (receive the jailor's key)
- Go inside
- Open the door and walk north across electrified tiles
- Descend the stairs and speak with the guard (receive four sets of guards' garb)
- Put on the guards' garb and climb to the ground floor of the building (take the stairs up, follow the hall south and take another flight of stairs up, take the north exit, then climb two more flights of stairs)
- Talk to the guard near the large, central staircase
- Climb the central staircase, then exit the next room via a door on the right
- Climb the stairs to the left and speak to the guard in front of the door to Blackmar's chamber (tell him "No")
- Go back to the prison population area, enter the bar (bottom right), remove the guards' garb, then talk to the proprietress
- Talk to the merchant in green north of the bar
- Talk to the masked man blocking the alley (bottom right corner) and tell him "Yes"
- Speak to the merchant in green again from behind the bar, then attempt to leave the alley
- Win the first battle, but allow your party to lose the second
- Return to your prison cell and examine the sleeping guard
- Talk to the man blocking the way out of the prison population area (receive the jailor's key again and four seeds of strength)
- Fight Zozagel just outside Blackmar's throneroom (optional)
- Confront Blackmar in his chamber and defeat him
- Return to the bottom floor and free the prisoner there by using the jailor's key from within the inventory menu (obtain the orb of truth), then leave the room
- Talk to the prisoner again the next morning and then leave the prison

LOCAL TREASURE

4,800 GOLD
'BABY ESCAPEE' DREAMSCAPE
CHAIN SICKLE
MINI MEDAL (X5)
RUINOUS SHIELD
SEED OF AGILITY
SEED OF LIFE
SEED OF MAGIC
SILK TUXEDO

LOCAL MONSTERS



BLACKMAR
DOGMUS
DRAGOONER



GALLOWS GIANT
PRISON GUARD
ZOZAGEL

BREAKING INTO PRISON

You can't get into Gallows Moor without fighting its gate guardian. Instead of having normal soldiers in the place Mortamor has assigned a gallows giant instead. This beast won't attack until you interact with him, so have everyone at full health before you start the encounter.



WALKTHROUGH



GALLOWS GIANT

HP	2800
MP	0
ATTACK	220
DEFENCE	150
AGILITY	115
EXP	6300
GOLD	580



This creep negates pretty much all magic during the first round, so you won't be able to do much healing during your encounter with him. Thus, avoid Double Up and any other attacks that sacrifice HP or defense to do greater damage. The gallows giant does little damage on his own, so your group should be fine if you take things slow and use regular attacks instead.

If you're worried, or if you have problems during an initial attempt, bring some medicinal herbs along and have your character with the least damage potential use these items to keep your other characters going.

Another option is to bring four melee characters to the battle. Because magic is practically worthless, you won't lose anything by ditching all of your healers.



A mini medal drops when you defeat the gallows giant. Take it and talk to the big guy's brother—standing at the top of the stairs. A scene unfolds and your group can enter the prison.

LIFE ON THE INSIDE

Soldiers grab your party once you get inside and eventually you wind up in a cell. Unlock the door and use the northern corridor to slip away. Take the stairs leading down to a lower floor. Look inside a pot on the next floor to receive a mini medal then talk to the interesting guard on the right. You've seen him before!

Your ally gives you four sets of guards' garb. Put them on and return to your cell. This time, head south from that position.

If you wear the guards' uniforms you can pass through the corridors without being noticed.



Enter the two prisoners' cells and talk to the people within if you like. Take off the garb to get a more genuine response from each but remember to put your disguise back on before leaving—otherwise you'll get caught and sent back to your cells.

The stairs at the bottom of the map take you up into the main prison population. Search around for a few free items. There is a chain sickle in the lower left. The

graveyard on the western side has a seed of life. A door in the lower left leads into a kitchen where you'll find a seed of agility.



There is a bar on the right side of town. Go into the building and search the upper part of it for another mini medal. The bookcases in the lower half have a dreamscape as well.

Check to see that your uniforms are still on and use the door at the top of the level. Take a couple more staircases up and you should soon reach the ground floor again. A dresser in the lower right has a seed of magic.



Speak to the guard next to the flight of stairs in the middle of that floor, then take those stairs up. You're now able to go outside, using a door in the lower right.



Loot the castle treasury by taking a different set of stairs down in the upper left side of the area. Below are three chests with a mini medal, a ruinous shield, and 4000 Gold. Go back outside and speak to the guard in front of the door. Afterward, climb up the guard tower to the east. A hidden mini medal is at the top of the building.

Return to the main prison population and take off your guards' garb. Go into the bar and talk to the woman who runs the place; she's behind the counter of the bar. Then talk to the merchant in green who operates a food stand just outside the building.

Walk south and talk to the guy in the corner. His name is Magnus; tell him that you have business with him. Afterward, go up the small passage to the north and talk to the food merchant once again. As you leave, events are triggered that cannot be avoided. Soon, you find yourself in combat!



GALLOWS GIANT

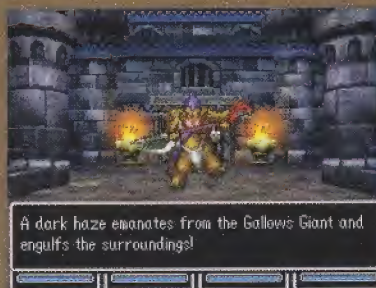
HP	2800
MP	0
ATTACK	220
DEFENCE	150
AGILITY	115
EXP	6300
GOLD	580



This creep negates pretty much all magic during the first round, so you won't be able to do much healing during your encounter with him. Thus, avoid Double Up and any other attacks that sacrifice HP or defense to do greater damage. The gallows giant does little damage on his own, so your group should be fine if you take things slow and use regular attacks instead.

If you're worried, or if you have problems during an initial attempt, bring some medicinal herbs along and have your character with the least damage potential use these items to keep your other characters going.

Another option is to bring four melee characters to the battle. Because magic is practically worthless, you won't lose anything by ditching all of your healers.



A mini medal drops when you defeat the gallows giant. Take it and talk to the big guy's brother—standing at the top of the stairs. A scene unfolds and your group can enter the prison.

LIFE ON THE INSIDE

Soldiers grab your party once you get inside and eventually you wind up in a cell. Unlock the door and use the northern corridor to slip away. Take the stairs leading down to a lower floor. Look inside a pot on the next floor to receive a mini medal then talk to the interesting guard on the right. You've seen him before!

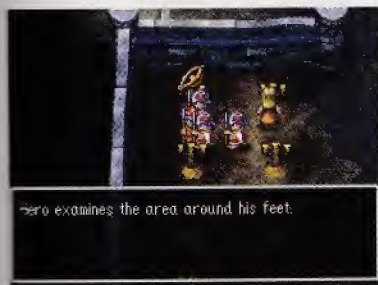
Your ally gives you four sets of guards' garb. Put them on and return to your cell. This time, head south from that position.

If you wear the guards' uniforms you can pass through the corridors without being noticed.



Enter the two prisoners' cells and talk to the people within if you like. Take off the garb to get a more genuine response from each but remember to put your disguise back on before leaving—otherwise you'll get caught and sent back to your cells.

The stairs at the bottom of the map take you up into the main prison population. Search around for a few free items. There is a chain sickle in the lower left. The graveyard on the western side has a seed of life. A door in the lower left leads into a kitchen where you'll find a seed of agility.



There is a bar on the right side of town. Go into the building and search the upper part of it for another mini medal. The bookcases in the lower half have a dreamscape as well.

Check to see that your uniforms are still on and use the door at the top of the level. Take a couple more staircases up and you should soon reach the ground floor again. A dresser in the lower right has a seed of magic.



Speak to the guard next to the flight of stairs in the middle of that floor, then take those stairs up. You're now able to go outside, using a door in the lower right.



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Walk south and talk to the guy in the corner. His name is Magnus; tell him that you have business with him. Afterward, go up the small passage to the north and talk to the food merchant once again. As you leave, events are triggered that cannot be avoided. Soon, you find yourself in combat!

There are two phases to this fight. In the first, your group takes on a pair of prison guards. They're chumps—without any special damage or health they can be killed in a few rounds. Afterward, the big guys come into play. Dogmus and Zozagel are the captains of the guard and you won't get to beat them. Instead, they eventually use an attack that paralyzes your entire party. The good news is that this isn't the end of the story. You're just taken back to your cells.



HERE AGAIN?

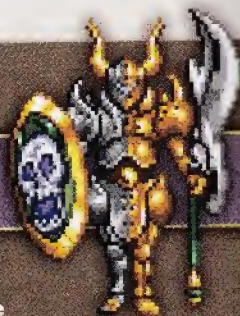
This time, the guards are clever enough to take your jailor's key and guards' garb. Feel free to nap for the evening but check out the sleeping guard when you wake up. This guy isn't being lazy; he's got real problems.

Things only get worse for the enemies from there. Hurry back to the main population area of the prison and talk to the leader of the civilians. You'll get the jailor's key back from him and he'll also contribute four seeds of strength to your cause!

Climb to the top of the castle and talk to Zozagel on the ground if you want to have an optional fight. If not, just go into Blackmar's chambers. The demonic leader won't go without a struggle so be certain to put your party in its best configuration before walking into the room.

ZOZAGEL

HP	3500
MP	0
ATTACK	250
DEFENCE	200
AGILITY	105
EXP	1000
GOLD	0



Zozagel is an optional boss that you can avoid by walking past him without talking to the creep. He's located at the top of the castle (on the ground part of the area before you enter Blackmar's chambers).

Fighting him gets you bonus experience. He won't be nearly as tough as he was earlier in this area. Instead, he can be destroyed with a standard complement of attacks. To make the fight even less taxing, Kabuff your party to reduce damage from Zozagel's generic strikes. He relies on physical damage, so this cripples his damage output.

Though Zozagel's health is considerable, you won't have to heal often. It's just a slugfest back and forth, and the only risk is that you end up without enough MP to take on the final boss in the next room. Let that be the factor that determines whether you attack this captain of the guard.



HP	3300
MP	INF
ATTACK	270
DEFENCE	230
AGILITY	130
EXP	8500
GOLD	900

BLACKMAR

Blackmar and his two dragooners present a fun challenge for even a skilled party. You have to juggle some heavy healing while damaging Blackmar.

If you don't have many skilled damage dealers it's wise to keep *all* of your damage focused on the boss. He'll revive his comrades after you take them out, so you won't accomplish much if you focus on his minions.

However, a party that can kill a dragoon every round and still punish Blackmar might consider spreading out the damage. Not only does this frequently stop the damage from the dragoon that gets killed, but it also increases the likelihood for Blackmar to spend one of his two attacks in that round reviving his fallen buddy. Your damage output serves to reduce incoming damage from both the slain target and the boss, and this makes it easier to survive with only a single healer in the party.

Multiheal is pretty much a must-have spell by now. Your group is going to take damage in heavy doses, and the area-of-effect attacks in this battle are quite strong. If you don't have Multiheal on any character throw in at least a second healer and trade off on which characters are getting Fullheals each round.

This is a somewhat longer battle. Use Oomph on all of your heavy hitters, or use the Sword of Ramias on them.



After receiving a silk tuxedo from the fallen boss and listening to the citizens that arrive, take the jailor's key down to the lowest tier of the building. Go north, past your cell again, and use the key to unlock the man in the last cell. (You'll have to enter your inventory and select "use" on the jailor's key while in front of the man.)

He'll explain that Supreme Sage Isaac has already left. The weary man calls forth the orb of truth and gives that to you. This orb can be used at the northern end of the continent, above the well where the healer and priest live.



Return to Benjamin's cell the next morning and speak to him again. He'll be concerned for obvious reasons and ask that you go to use the orb of truth without delay.

Leave the prison and then go to the well. Rest and save there and then head to the northern tip of the continent.



THE PRISON OF SORROW

RECOMMENDED LEVEL

36

ACTIONS REQUIRED

- Follow the path north and use the orb of truth over the Sea of Nothingness
- Follow the path to a shrine on the right side of the next area
- Interact with the prisoner at the bottom of the shrine
- Zoom back to Gallows Moor
- Tell Benjamin (the other Supreme Sage) about everything you've seen
- Bring Benjamin to see Isaac
- Fight off the tormentors
- Complete any leveling or fun activities that you had planned before going into the final dungeon

LOCAL MONSTERS



BELLEAU

CABOT

DISGUSTLING

HELL GLADIATOR



HOPPING HELLFIRE

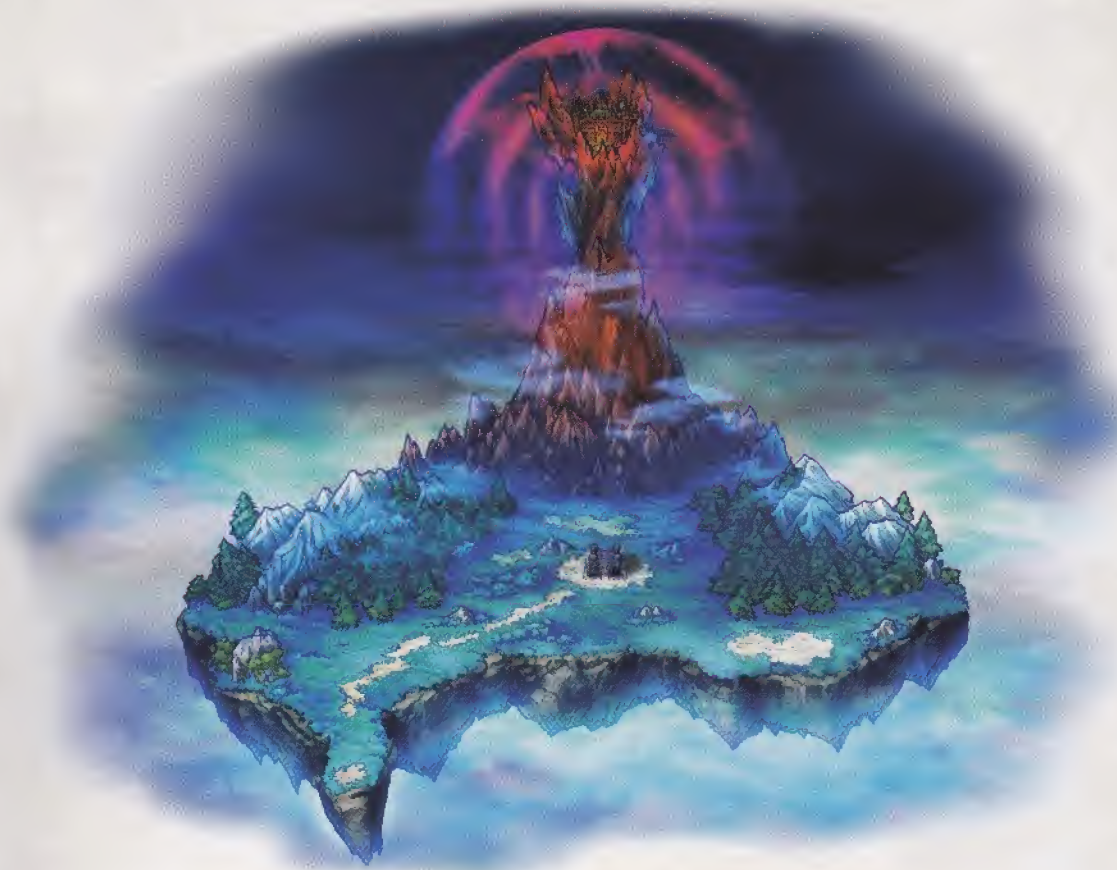
IRON TORTOISE

SILHOUETTE

SINTAUR

LOCAL TREASURE

MINI MEDAL



SAVING THE SAGE

Walk north until you reach the tiny peninsula extending into the Sea of Nothingness. The game automatically asks if you want to use the orb of truth when you get to the right position.

Doing this takes your party to a small section of land. There are monsters wandering around, but none of the random encounters are too bad. To the east is a shrine. Go inside and descend to the lower level. The Supreme Sage is there but he's in a strange state, chained and unaware of your party's presence.



Interact with the Sage to see what the monsters are putting him through. Return to Gallows Moor and talk to the Sage's brother, Benjamin. Benjamin will follow your party all the way back to the shrine. Heal everyone to full health before approaching Isaac again. A long scene triggers when the brothers meet and your party is forced to defend the men from two powerful beasts.



HP	2500
MP	INF
ATTACK	250
DEFENCE	290
AGILITY	50
EXP	3300
GOLD	850

HP	3500
MP	0
ATTACK	300
DEFENCE	190
AGILITY	20
EXP	4400
GOLD	550

BELLEAU AND CABOT

This boss fight is another great one that forces you to make difficult choices. Belleau is the easier target to kill, so you may want to go after him first. His health is a full thousand points lower and he also has the better area-of-effect attacks for the pair.

Cabot, however, has a frightening single-target attack that he breaks out from time to time. It can burst well over 200 HP of damage, so watch out when he takes a round to prepare himself. Don't do anything the following round that costs HP or reduces defense.

Kabuff is a good spell in this fight as much of the damage is physical.

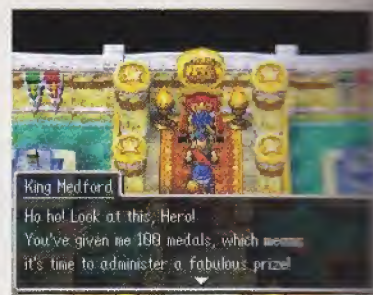
As usual with late-game fights, you want to Oomph all melee damage dealers. This helps to kill Belleau at top speed. Once he's down Cabot can't hope to hurt your party that badly. It's only a matter of time until you kill him as well.



WALKTHROUGH

A mini medal drops after you complete the fight. After another scene, speak to the twins. Then, drop through the hole behind them and complete any activities that you still have in the other worlds. For example, you might have reached 100 mini medals by now. If so, take them to Medford's Manor and get the final prize, robust lingerie!

When the time comes to attack Mortamor directly, return to the dread realm and Zoom to the Prison of Sorrow. The entrance to the final dungeon is north of the shrine.



MORTAMOR'S DREADLAIR

RECOMMENDED LEVEL
(42 TO PROCEED)

36

ACTIONS REQUIRED

- Level up as much as you'd like
- Enter Mortamor's Dreadlair
- When you first enter the second floor, use the arrow walkways to reach the yellow pressure plate in the center and stop on it
- Walk north to reach the main area of the second floor and navigate to the stairs on the far right (the pressure plate here prevents you from reaching it—however, it allows access to the healing room found via the central staircase)
- Reach the uppermost central platform by taking the following jump panels: north of the starting point facing left, the upper most facing left on the second platform, then the only right facing panel on the third platform
- Go down the stairs and step on the blue floor panel
- Climb up a floor, exit to the south, then take the central door on the north side of the room
- Navigate through the fog to the north exit, proceed through the final hallway, then drop off the door's frame into the final area
- Kill the Archfiend and save the world

LOCAL MONSTERS

	AGGROSCULPTURE
	DARKCRAWLER
	DEMON STEWARD
	DRAGOONER
	HACKSAURUS
	HELL GLADIATOR
	INFERNAL PANE
	IRON TORTOISE
	JUGULAR JOKER

	LIQUID METAL SLIME
	LOSS LEADER
	METAL KING SLIME
	MIMIC
	MORTAMOR
	PUDGEDEVIL
	SILHOUETTE
	SINTAUR
	STOUT TROLL

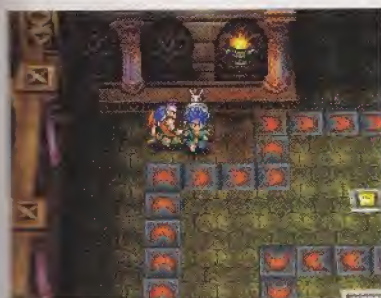
LOCAL TREASURE

DEMON SPEAR
DRAGONIC DILIGENCE
GOLDEN TIARA
METAL KING SWORD
MINI MEDAL (X2)
PRINCESS'S ROBE



TAKING ON THE BOSS OF BOSSES

Have a solid group before entering the next dungeon. Don't just put your best four in the party and say that's good enough. Instead, put four good backup characters in your rear lines as well. Have at least one spare healer there with Zing/Kazing to ensure that your group has resurrection potential despite whatever happens in an encounter.



Mortamor has an awesome lair so enjoy the sites while going through the outer yard. Walk north and climb the stairs in the next room; that gets your party to the second floor with almost no fuss.

The first puzzle is up there. Sliding arrows take your party all over the room so be careful. Step onto the arrow directly in front of you and

then take the arrow a step to the right and down to get to the center of the section. Step on a yellow pressure plate to disengage the sliders. Now you can move through without any more trouble.

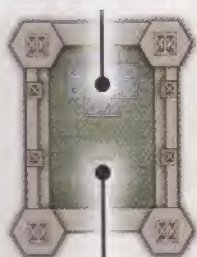


Walk north and use the stairs that lead down as soon as you reach them. The upper left side of the lower chamber has a mini medal. You won't need those anymore if you've already turned in 100 of them but there are a few spares around the world to help you out if you missed something earlier.

Seeing Double

If you're feeling patient, there's a great opportunity available in this area. The pudgedevils you may have noticed here drop an item called the dupli hat. This is an immensely powerful item as it causes your magic to be cast twice. This includes Multiheal. With this item on all of your healers/casters, you might as well be invincible. If you're slightly less patient, you should probably switch all of your vocations to thief as it increases the item drop rate.

RESTORE HP & MP

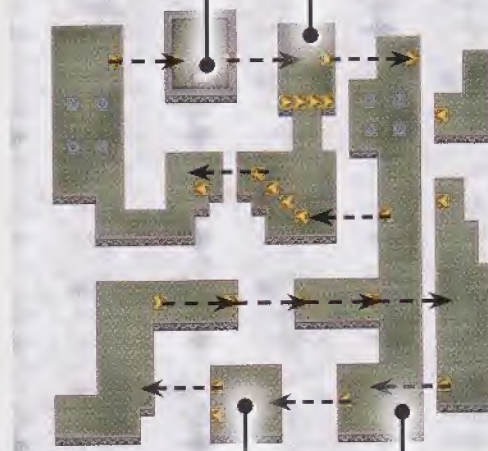


SWITCH TO RAISE &
LOWER ROOM

TO UPPER
LEVELS

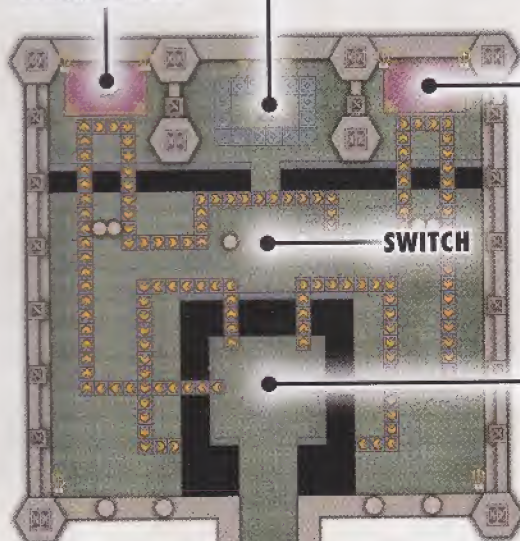


GOLDEN TIARA



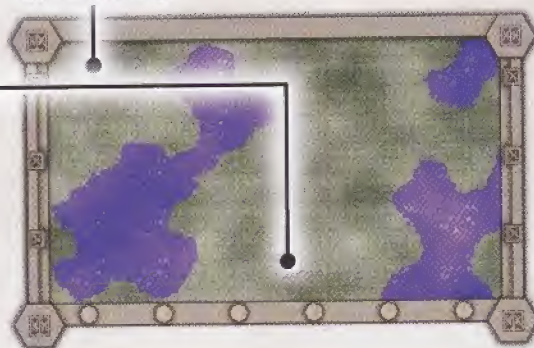
MIMIC

DEMON SPEAR

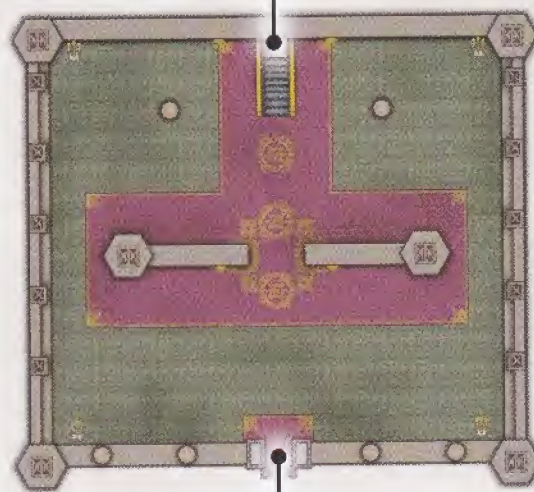
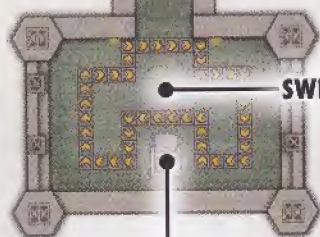


SWITCH

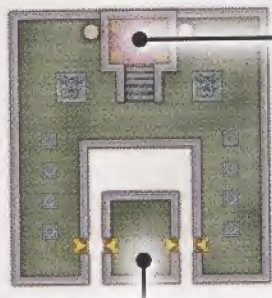
MINI MEDAL



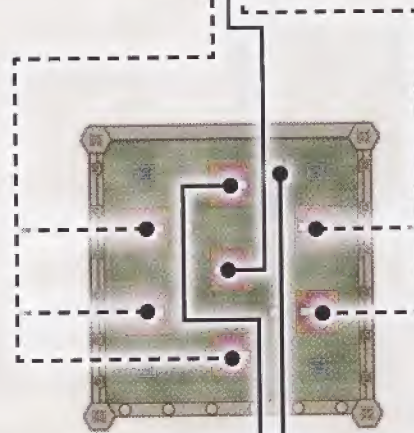
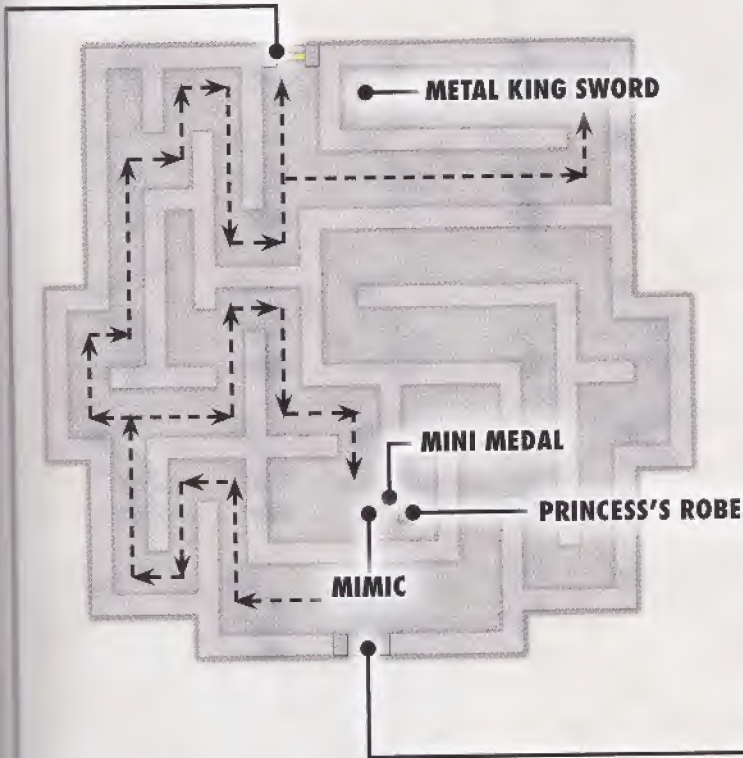
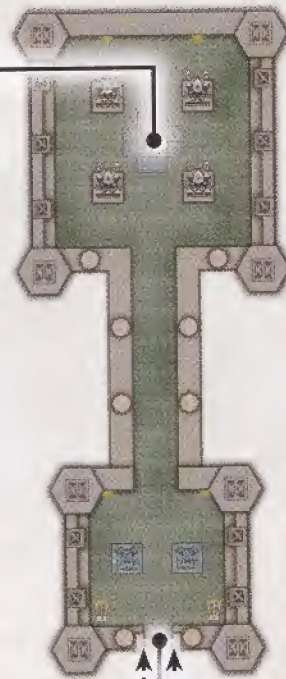
SWITCH



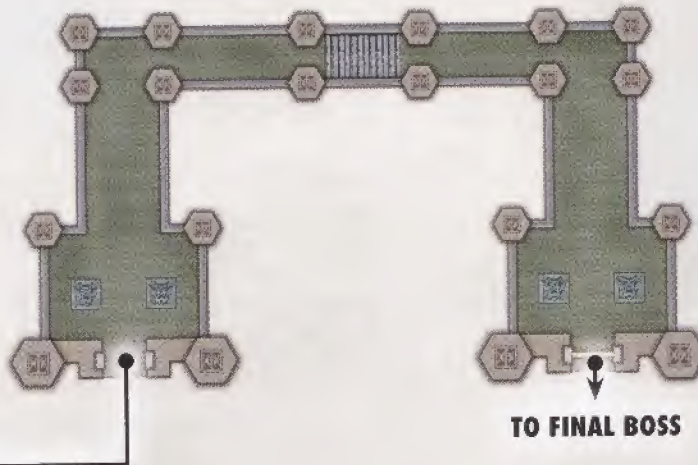
ENTRANCE



START OF UPPER LEVELS



DRAGONIC DILIGENCE



Return to the second floor and use either of the sliders on the left. Take a few steps to the left, then walk north onto the slider again. This slider drops you off on a ledge with a chest containing a demon spear. Use the sliders below the chest to get onto the ledges that lead toward the center. Another pressure plate is here. Use it to disable the remaining sliders.



The stairs at the top of the room lead to a healing chamber. You can restore everyone's HP/MP there with impunity as it's wonderful for anyone trying to farm Gold or experience in the dungeon.

After you've used the healing room, turn the sliders back on and take them to the upper right side. Another staircase is there that brings your party to the third floor.

IT'S BREEZY UP HERE

The third floor has tiles that catapult your party from ledge to ledge. The yellow tile on your left gets you over to a platform with a mimic. Kill that for a seed of life and then take the northwest jumper. Get back to the beginning using the jumpers above or by hopping off the ledge and climbing back up to this floor.

During your next run use the jumper that is facing left above the starting stairs. Then hit the northwestern jumper on the next ledge, the top one of four. Use the only other jumper from the corner ledge to reach the stairs. You should continue to the right if you'd like a golden tiara. Milly loves those so it's a valuable addition. Use the same jumpers as before to reach the stairs again.



Climb down and activate the pressure plate to change the room's position in the castle. Climb back up and you'll find that you're on the fourth floor. This is a great spot to level your party because there are liquid metal slimes and metal king slimes appearing here.



Climb the stairs, then take the southern exit and loot a Dragonic Diligence from the chest in the room of doors.



To leave this room successfully, take the door that's west of the chest. This door opens into a cloudy room.

I FORGOT THE FOG LIGHTS

You won't be able to see most of the time. Only occasional lightning strikes reveal the floor around your characters.

There are four treasure chests here and you won't want to miss any of them so be careful. Look at your map to see the route that needs to be taken. Either use that to navigate or be patient and wait for the lightning each time you need to make a turn.

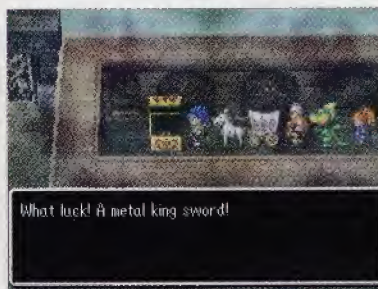
Three of the chests are in the center of the room. To reach them, move in the following directions, allowing the walls to stop your hero each time before changing course: left, up, left, down, left, up, right, up, right,



down, right, down. From left to right, those chests have a mini medal, a mimic, and a princess's robe.

The last chest of the dungeon is at the top of the room, to the right of the door. To reach it, stand north of the leftmost treasure chest, and re-trace a portion of your steps from before—up, left, up, left, down, left. From here the course changes a bit. Walk up, right, and up again into a dead end. Wait for the lights to flash, and quickly hook around the wall protruding to the right.

From here walk up, right, down, right, then up to reach the exit. Don't leave yet though! Wait for the lights to flash again, to find the corridor right of the door first.



That leads around to a massive boon for your party, the metal king sword!

Packs Are Full

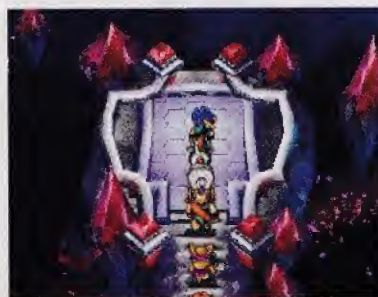
There isn't any more loot in the dungeon and your group might be a little low on resources by now. If you aren't in a rush, Evac and Zoom to safety. Rest and save before coming back to the Dreadlair for another run. This guarantees more experience and a safer push against Mortamor.

Take the northern doorway to exit the fog and make your final approach.

CLOSING IN

The parapets of the Dreadlair are pretty in their own way. Walk along those until you reach the next entrance. Don't go in unless you're ready to commit to the end battle. The point of no return is just beyond the next door.

Go through the opening and hop down to approach the Archfiend himself. Three stages of combat follow from there and you won't have any downtime between battles—it'll be a tough ride.



WALKTHROUGH

MORTAMOR (STAGE ONE)

HP	2000
MP	INF
ATTACK	290
DEFENCE	250
AGILITY	150
EXP	
GOLD	



The first phase of the fight is just a warm up. Mortamor doesn't dedicate to the action so his damage output is lower and his health is modest. His Venomous Vapor isn't a serious concern.

Primarily, you need to have a healer with Multiheal at the ready. When your party is near full health have four damage dealers attack. When your characters are wounded use the party swap method to bring in the healer, heal for that round and throw them back out the next round. This way you maximize your damage output without sacrificing healing.



During this phase, Mortamor hits two or more characters during most rounds. His single-target damage isn't a big deal and he won't burst to any level that is a threat to the group.

When he "dies" it only causes the premature end of a combat round. His second stage deploys and you're right back in the action.

MORTAMOR (STAGE TWO)

HP	3000
MP	INF
ATTACK	410
DEFENCE	300
AGILITY	90
EXP	
GOLD	

Things get much trickier now. Though Mortamor still holds back on his highest level of damage output, this is when his survivability goes through the roof. This version has Buff, Oomph, Kasap, and worrisome health.

Healing needs to be done more frequently but the real trick is to get through this phase without taking too long and losing a pile of your MP in the process.

To do this, rely on critical hit abilities. Hatchet Man and other power strikes are the key. These might cause you to miss a number of times but each hit that lands is much more damaging than the paltry swipes you pull off while dealing with Mortamor's buffed defense. Save as much of your damage dealers' MP as possible during this round. Abilities like Gigaslash are heavily needed in the final phase.



	HEAD	L HAND	R HAND
HP	2500	2000	1700
MP	254	INF	INF
ATTACK	300	270	330
DEFENCE	340	180	180
AGILITY	120	180	70
EXP			
GOLD			

MORTAMOR (STAGE THREE)

When the final phase begins you know things are going to get nasty. Mortamor brings out his hands and exposes his face. You have to be specific in how you approach this stage of the fight. Killing the head first is bad; it allows the hands to Kazing it back to life. Similarly, the hands can Zing or Kazing each other, making your task rather arduous if you don't know what to do.

The left hand (on the right side of the screen) has the Kazing. It needs to die first. However, your best bet is to soften both hands for 400-500 points of damage before trying to kill either one. This way you can lay into the right hand as soon as the left hand dies hopefully killing it before it can successfully Zing its brother.

Even if this fails, the right hand can only Zing the left hand back to half health, making your second attempt much easier to pull off.

If you have Ashlynn in the party, have her use Magic Burst during the first round of the phase. That area-of-effect damage really helps to start things off correctly. Switch her out for a melee damage dealer afterward.



Mortamor deals powerful area-of-effect damage and may use a sleep-inducing move as things come to a conclusion. Try not to have both healers in the party at the same time to avoid having both put to sleep in the same round. If that happens, remember to use Yggdrasil dew to save the party while you wait for your buddies to wake back up.

Once the hands are dead, beat on the face until it succumbs.



A NEW DAWN

Your party leaves the dread realm as Mortamor descends into oblivion. You travel to a number of places throughout the dream world and real world, getting your proper love and respect from the people and their rulers.



We don't want to spoil anything for you so we'll skip over this part. None of it involves battle or puzzles so there aren't any obstacles to overcome while finishing it. That said, you need to leave each area to proceed to the next. When you attend the final part in Somnia, talk to Ashlynn in the throne room to trigger the end credits and conclude the game. Watch what Terry is doing in his last scene!

5

WALKTHROUGH

LEARNING A NEW VOCATION

RECOMMENDED LEVEL **POST GAME**

ACTIONS REQUIRED

- Reset the game after viewing the credits
- Travel to Amor in the dream world
- Enter the cave nearby and search for the Liquid Metal Mind

LOCAL TREASURE

LIQUID METAL MIND

RETURN TO AMOR

At the end of the credits, there's a "FIN" screen. Wait all you want, it'll never go away. Just reset your game and load your save. This'll start you in Somnia's church, ready for the post-game adventures!

Now that you're in the post-game, you can learn a new vocation. Travel to Amor in the dream world. Go into the cave north of town and descend to the third floor down in that dungeon. Ride the middle log from the northwest corner to reach the central island. Once you've arrived search the shining gold spot on the ground.



Your group uncovers a scroll that allows its bearer to work on the liquid metal slime vocation. There are many abilities in this job that help party members get out of trouble so it's rather powerful.

THE FUNGEON

RECOMMENDED LEVEL **POST GAME (MID 40s)**








ACTIONS REQUIRED

- Go to Alltrades Abbey in the dream world
- Enter the torch room in the northern part of the basement
- Go through the new door at the top of the room and enter the Fungeon
- Cross to the other side of the dungeon to discover a secret town

LOCAL TREASURE

MINI MEDAL
SACRED ARMOUR
SEED OF RESILIENCE
SEED OF STRENGTH

LOCAL MONSTERS

 CURESLIME	 HIGH DJINKS	 MECHALOMANIAC	 STONE GUARDIAN
 DARKCRAWLER	 INFERNAL PANE	 MERKING	 STOUT TROLL
 DRAGOONER	 JACKAL RIPPER	 OCTAVIAN SENTRY	 TORMENTAUR
 DREADSTAFF	 JUGULAR JOKER	 PUDGEDEVIL	 ÜBERKILLING MACHINE
 FINNED FATALE	 KING CURESLIME	 SLUGGERNAUT	 ZOMBIE GLADIATOR
 HACKSAURUS			

ENTRANCE FROM
ALLTRADES ABBEY

EMPTY

MINI MEDAL

A

A

SEED OF STRENGTH

SEED OF RESILIENCE

B

B

TO REAPER'S PEAK

SACRED ARMOUR

NO MORE PUNS—WE PROMISE!

The Fungeon is unlocked once you complete the game. To access it, return to Alltrades Abbey and look in the basement. The torch room now has a door that is open leading north.



A Reward for Over Achievers

Talk to the leader of Alltrades Abbey if you get all vocations to five stars or higher. You won't have to do this with a single character; you only need to have each vocation leveled by someone.

As a reward, the abbot gives you a gospel ring. Equip it to stop all random encounters and take it off when you want to resume them!

It doesn't take long to cross from one side of the Fungeon to the other. You've been through all of the rooms in this dungeon before, even though they come from several places throughout the game world. Expect to see many familiar monsters though the new ones here are especially mean.

The treasure is weak here but you'll still get a few useful things. If you still need mini medals, search the chest in the eastern portion of the first floor. After you obtain it, travel to the southwestern corner and take the stairs down.



On the next floor, search the western side for a seed of strength and proceed to the bottom of the map for a seed of resilience and the way down to the third floor.

Everything becomes even more linear after that. Take the only available route toward the exit and snag a set of sacred armour from the eastern chest in the final room, even though you won't really need that armour at this point.

The exit throws your group back into Weaver's Peak—sort of.

WEAVER'S PEAK (REAPER'S PEAK)

RECOMMENDED LEVEL POST GAME (MID 40s)

ACTIONS REQUIRED

- Talk to the woman in the hero's old house
- Answer the woman's question to turn the town into Reaper's Peak
- Talk to the appropriate NPC (the NPC changes based on which version of Reaper's Peak is selected) to learn the location of the orichalcum fangs, leave town, evac, then Zoom to Aridea and retrieve them(optional)
- Use the well in the elder's basement to continue the Fungeon

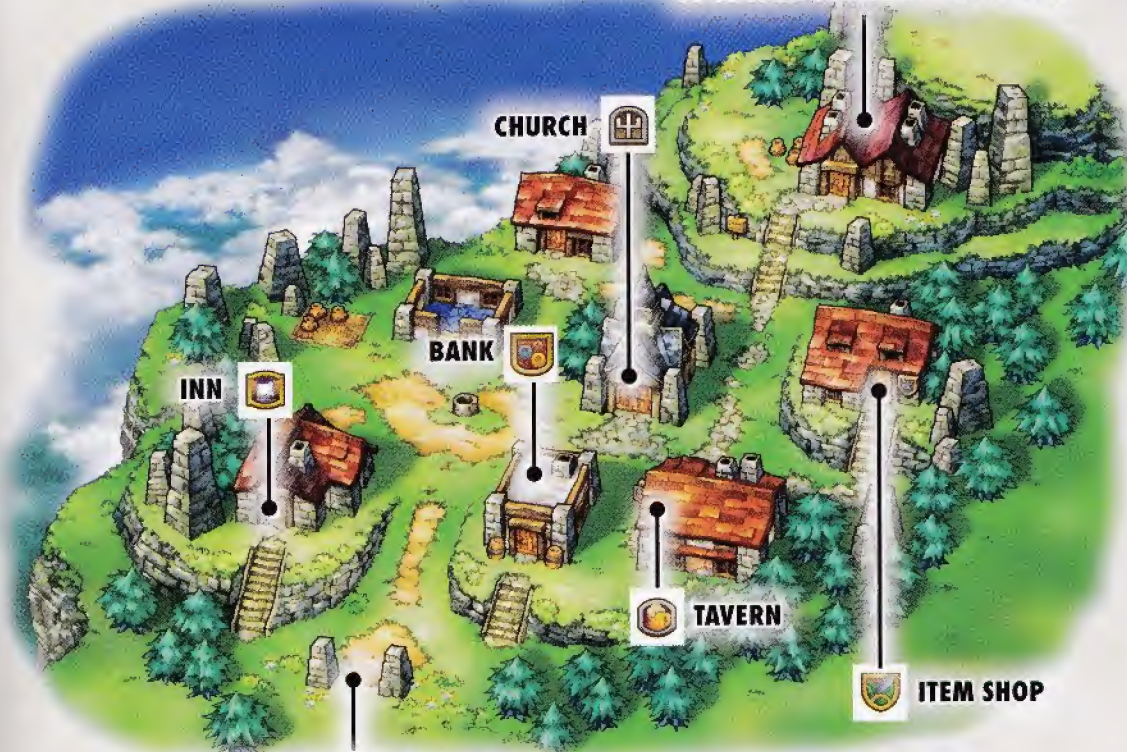
LOCAL TREASURE

4 GOLD
MINI MEDAL (X2)

ITEM SHOP

ITEM	COST (IN GOLD)
DRAGONIC DILIGENCE	30000
STAFF OF RESURRECTION	45000

TO SECOND SECTION OF FUNGEON



TO FIRST SECTION OF FUNGEON

HERE AGAIN? AGAIN!

In between the two sections of the Fungeon is a new version of Weaver's Peak. They're celebrating the spirit festival as you arrive. Before doing too much, look

around. There are three pots to the west of your hero's old house. Break them for a mini medal. You find another one

inside your home, along with a duplic hat. This type of hat doubles the spell effects used by the wearer, so it's a great healer/caster item.

Talk to the girl who lives in "your" house and think about the choice she gives your hero. You can switch the village to conform to a different person's dream. The choices she gives you correspond to three different forms of Weaver's Peak. The first option changes the place into a *Dragon Quest IV* variant of the town. The second turns it into a *Dragon Quest V* version. The third choice makes the town a monster's haven.



Once you do this, Reaper's Peak is added to your Zoom list. If you chose the "monster's today" style, talk to the people in the bar and listen for rumors of the orichalcum fangs. Talk to the NPC hanging out in the church and say you have heard of Suite Dreams. If you have used the Dreamsharing there, the party receives the 'Frolicking Frogs' dreamscape.

If you chose the "far future" style, speak to the girl with the tiger at the inn, then to the tiger to learn about the orichalcum fangs. Then speak to the man in the bar, if you have used Dreamsharing, for the dreamscape.

If you chose the "near future" style, speak to the man next to the 3 pots on the west for the fangs, and speak to the woman in the Mayor's house for the dreamcard.

Once you've done this you can leave town, Evac to get outside, then Zoom to Aridea. Look near the town well for the fangs and Zoom back to Reaper's Peak.

Go up to the elder's building and look in the basement. There is a well down there that takes your party to the second half of the fungeon.

5

WALKTHROUGH

THE FUNGEON (CONTINUED)

RECOMMENDED LEVEL 65+

ACTIONS REQUIRED

- Level up until you are ready to face Nokturnus
- Defeat Nokturnus in under 20 turns to see a special ending

LOCAL TREASURE

ANGEL LEOTARD
MINI MEDAL
POWER SHIELD
RAGING RUBY

LOCAL MONSTERS



DEMON OVERLORD



DREADSTAFF



HACKSAURUS



HIGH DJINKS



JACKAL RIPPER



MECHALOMANIAC



MIMIC



NOKTURNUS



TORMENTAUR



ÜBERKILLING MACHINE



ZOMBIE GLADIATOR

HERE AGAIN? AGAIN!

The second half of the Fungeon has even stronger enemies. New creatures, like demon overlords, stalk the halls and make it hard to blaze through the area quickly. The first major room is filled with lava, so remember to use Safe Passage.

Look for the stairs leading up in the southwestern part of the room. Take this set of steps to climb to another fiery chamber. Walk all the way to the northern end of the level and slip back down another staircase. This takes you to a graveyard. Look in the northern graves for a second raging ruby. These are so useful when you want to have a couple of characters with massive damage potential. You may want to equip one on Carver and the other on the hero. Return to the original lava room when you can.

Search the northern end of the room for a power shield. Another chest, on the western side, can only be reached by walking through the lava. This is probably worth doing because it's a mimic. Fighting this battle gains another seed of life for your party.



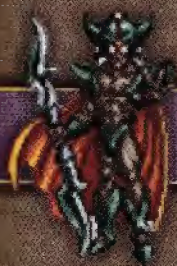
The next staircase is on the northeastern side of the room. Walk up there, take the stairs, and then turn south. The stairs are at the bottom of that tier.

The next level is in a damp cave. Use the exit up north to continue. There isn't any treasure until you search the cavern above it. This one has a mini medal on the eastern side, hidden on the floor beside a skeleton.

Use the stairs at the top of that cavern to reach the optional boss. His floor is the same as the one you saw in the dream world at Castle Graceskull. Don't go into the ritual room quite yet. Instead, pass it by and search the treasure room at the end of the hall. This gets you an angel leotard, the last piece of loot in the game.

Heal your party to full health, distribute items as best you can to ensure that multiple party members can heal or resurrect each other, then attempt to summon the evil spirit. It won't take long to respond.





HP	1300
MP	INF
ATTACK	410
DEFENCE	300
AGILITY	210
EXP	5500
GOLD	880

NOKTURNUS

Nokturnus has a mountain of health and any victory over him won't count unless you can wipe through it in under 20 turns. You must be putting out 750 points of damage on good turns to do this. There are going to be turns when a greater focus on healing reduces your output, that kind of damage is simply not possible without major level building.

Most parties won't be able to beat the fight in time without leveling well into the 60s or higher. A player with great patience and some luck can get the job done sooner but it's a risky and frustrating affair unless you have exactly the right type of party for the engagement.

Nokturnus has a bit of everything. His area-of-effect skills are certainly his best and most frightening attacks, but he won't lay the nastiest of them on you with high frequency. As such, surviving the fight isn't nearly as rough as winning it. Even after he gets his Oomph going he won't burst too much past 200 points of damage often. Multiple characters may end up eating 220+ points at the same time but a double Multiheal can do wonders for that.



Have at least two great healers ready to go. Both need Multiheal and a strong supply of magic points. Keep them in the Sage vocation. Have at least four perfect melee damage dealers. Ensure that their health is as high as possible. Beyond that you'll just want to improve their damage as high as it can go. They're best off in the Hero vocation.

pay for herself quickly and you can remove her for the remainder of the engagement. As such, you're not sacrificing anything beyond a secondary party slot when you bring her.

Level multiple characters through the vocation trees so that they have access to the Hero line. When that's maxed out, your characters will have access to health regeneration and Gigaslash; both are ideal in this encounter.

Oomph is worth casting but only on your lead damage dealer. When they get hit by a Disruptive Wave, restore the Oomph and keep fighting. If you cast too many Oomphs or Bufts you'll end up wasting time.

If need be, switch your party around every single turn. This is the best way to ensure that the party keeps its health high. When necessary, you can even rotate badly injured characters out of the party and let Multiheal bring them back to better status while they're safely out of Nokturnus' attack range. Consider doing this when someone needs more than a double Multiheal to top off their health.

Once Nokturnus is defeated within 20 turns, a different ending to the game is revealed. You've proven that nothing can stand in your way. Congratulations!



5

WALKTHROUGH

DREAMSHARING

The continent in the southwestern part of the ocean has a building that looks like a church. However, it's something more curious than that. It's a place called Suite Dreams, and that's a center for dreamsharing. In essence, this is a way that you can interact with other *Dragon Quest VI* players. Once you fill out your card here it's possible to leave comments for and



receive comments from others. Once you have visited Suite Dreams, it becomes available on the Zoom menu.



Standing outside the building is a nun who provides all the same conveniences as a church. Use this opportunity to save and then enter to be greeted by another dreamsharer. Grab the dreamcard from each of the bookcases in the entry way.

CREATE YOUR DREAMS

To get started, talk to Sharon Hope and she explains how it all works. She then helps you create your Dreamcard. First, select an Appearance. Initially there are only 23 to choose from, but after a certain number of random encounters it increases to 64.

Next, select your Disposition from 64 types such as serious, romantic, flighty, and independent. Choose an Occupation from 64 jobs such as artist, grandma, director, and cosplayer. Next you must pick a Hobby from the 64 options such as comics,



meditating, travelling, or gaming. A Speech Style must also be selected from the 32 types given.

Once you have chosen your characteristics, you can use the three lines of 15 characters to write your dreams. This can be anything you want and it will be added to your Dreamcard.



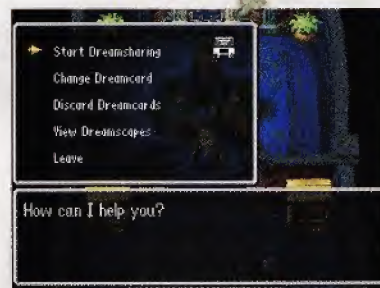


The last thing you need to do to complete your Dreamcard is select a background or Dreamscape. There are 40 Dreamscapes to choose from at first. However, if you search the bookcases in towns and talk to NPCs, this number grows to 64.

SHARE YOUR DREAMS

Now when you return to Sharon Hope, she gives you five options: Start Dreamsharing, Change Dreamcard, Discard Dreamcards, View Dreamscapes, and Leave. Select Start Dreamsharing to begin sharing your dreams with others. You can close your Nintendo DS at this point and if someone else passes you that is also Dreamsharing, the two of you share your Dreamcards and a comment is left on each system.

Select Change Dreamcard to go through the creation process again. Choosing Discard Dreamcards allows you to remove someone else's Dreamcard from your Insomnipedia.



THE INSOMNIPEDIA

The Insomnipedia sits on the counter next to Sharon Hope. This allows you to view Others' Dreamcards and check out your own Dreamcard. You can only have 24 other Dreamcards. So if you fill up the Insomnipedia, you must talk to Sharon to discard one or more.



The kid to the right is the Dreamcard comment counter. For every three people you encounter, the comments on your dreams are updated with one of 128 different comment messages.



Someone blocks the stairs to the basement. You must get 10 people registered in your Insomnipedia before going down.

Go out the back door and continue north to enter a forest similar to the one where you found Peggy Sue.

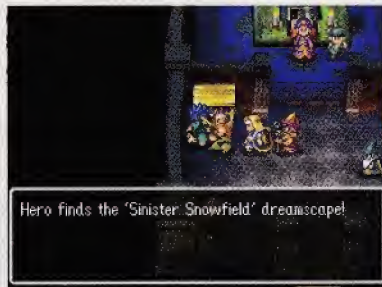
COLLECTING DREAMSCAPES

Searching the bookcases around the towns you visit and talking to some NPCs gets you more Dreamscapes to use for your Dreamcard.

Crow Central: Well south of Amor (Dream World) – Bookcase inside house.



Sinister Snowfield: Suite Dreams – Left bookcase just inside building.



Boot Camp: Suite Dreams – Right bookcase just inside building.



Coal Mine: Peninsula north of Slimopolis – Use flying bed to reach remote peninsula in northwest.



Serene Seabed: Underwater shrine south of Howcastle – Bookcase along right wall.



Skeleton Crew: Sunken Ship – Bookcase located at rear of lower deck.



Strangers at Sea: Poseidon's Palace – Bookcase in room west of the throne.



Fairy-tale Forest: Sorceria – Upstairs of northeast building on right bookcase.



Chilly Cavern: Sorceria – Upstairs of northeast building on left bookcase.



Rogues Gallery: Turnscote – Bookcase in northwest corner of town.



Senior Swamp: Felonia Castle – Queen Mother's room on left bookcase.



Scholarly Retreat: Felonia Castle – Room east of throne on right bookcase.



Burning Altar: Castle Graceskull
- In library on top floor on right
bookcase against the back wall.



Dragon's Peak: Cloudsgate Citadel
- In library on third from right
bookcase nearest to entrance.



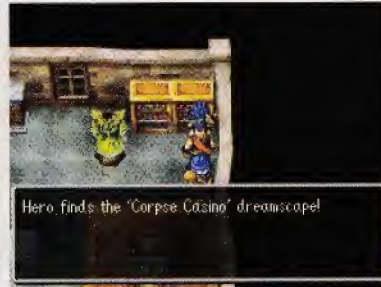
Royal Waterway: Cloudsgate
Citadel- In library on fourth bookcase
from left against back wall.



Slime Time: Cloudsgate Citadel- In
library on second bookcase from
right against back wall.



Corpse Casino: Greedmore Valley
- In northwest mansion on right
bookcase.



Baby Escapee: Gallows Moor - In
bar on middle bookcase.



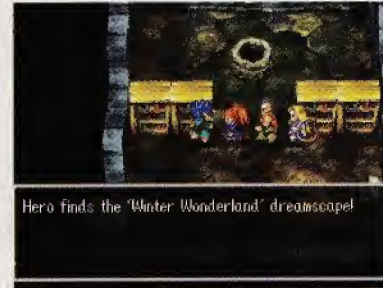
Frolicking Frogs: Reaper's Peak -
Talk to guy inside church to receive
this dreamscapel.



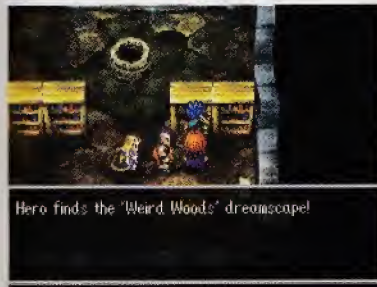
Bountiful Bog: Downstairs in Suite
Dreams, far left book case



Winter Wonderland: Downstairs in
Suite Dreams, in the book case just
left of the well



Weird Woods: Downstairs in Suite
Dreams, in the book case just right
of the well



Kitty City: Downstairs in Suite
Dreams, far right book case



Valkyrie Vista: Dreamshare with 24
people, then talk to the woman standing
in the back corner of Suite Dreams



DREAMSHARE

MINI-GAMES

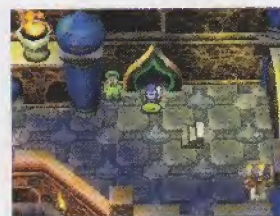
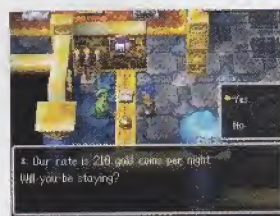
SLIMOPOLIS

Zoom to Wellshire and board the Providence. Sail south to the continent below Wellshire. Look for a well on the western edge and drop down that well as soon as you find it. This takes you into the dream world.



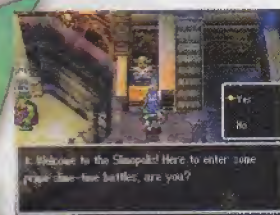
Walk south and look for a small building. Go inside and use a pressure plate on the floor to

open a floodgate outside. This allows your party to access the Slimopolis with either the mobile island or the flying bed. Zoom to Wellshire or Medford's Manor and travel from there over to this edge of the continent. Go through the open floodgate and head into the Slimopolis at your leisure. After one visit, the place becomes available on the Zoom menu.

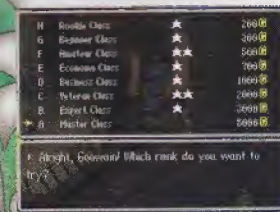


An inn is located to the left and Patty's Party Planning Place on the right. Your party can take a break at the Slippin' Slime machine next to the bar. If you just take a slime into the building you can slip through an opening on the lower level to access more of the place. This is discussed in more length in the walkthrough section.

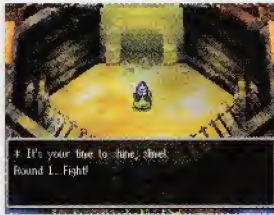
HOW TO COMPETE



Take one of the stairs down to find an arena where slimes are fighting with other monsters. You can win some great prizes here by entering one of your own slime into these fights. The fights are divided into eight ranks based on strength. To clear a rank, you need to win three consecutive rounds. If you can manage to clear the highest rank, you'll get a crack at the Slimopolis champion!



Once you've cleared a rank, you're free to challenge it a second time—except for the highest rank that can only be won once. This is indicated by one or two stars next to each rank and a crown next to rank A once beaten. For the second time in each rank, you must fight with a health and magic handicap. There is an entry fee for each rank. The fee increases with the difficulty of the rank.



Put the slime you wish to enter and a human character in your party then talk to the guy behind the right counter. He asks you to select who you wish to enter and then you must select the rank in which your slime will compete. Once you have paid the entry fee, your slime leaves the party and heads to the arena. At this time you lose all control and it is up to your slime to fight.



The party watches the fights from above. Here you can observe and watch for weaknesses and strengths of your slime. After winning a rank, your slime heads to the counter on the left and receives a prize. At this time, it is a good idea to head upstairs and rest before attempting another rank.

HOW TO WIN



You can enter any slime into the competition, but the quickest route is with Goowain. You get him earlier than any other slime and he can easily win with some training and vocation learning. Other slimes may end up with some better stats, such as Mercury and its high resilience and agility, but Goowain levels up easily with well-rounded stats and good equipment. Check out the character section of this guide for more information on each slime—how to get them, their attributes, and available equipment.



Keep Goowain learning new vocations as you level him up. He has the Heal spell, but Fullheal (from the Priest vocation) is nice to have in the higher ranks. Making him an armamentalist or gladiator gives him some great spells/abilities to defeat the tougher monsters, plus at level 25 he learns the handy Falcon Slash.

The following are the eight ranks of the competition along with the entry fee for each and which monsters your slime will face. The actions of each monster are also included.



THE FIGHTS

RANK H: ROOKIE CLASS

Entry Fee: 200G

The slime knight and skullrider each have an attack that can do decent damage on a slime with low hit points, especially if you are poisoned by the toxic turnip. A well-experienced slime, though, can easily handle this rank.

ROUND 1

MONSTER	ACTIONS
SLIME KNIGHTS X3	ATTACK, HEAL, FLAILS ITS WEAPON ABOUT FIERCELY

ROUND 2

MONSTER	ACTIONS
TOXIC TURNIP	ATTACK, POISON ATTACK, POISON BREATH
WILD CARROT	ATTACK, WEIRD DANCE
SCARE ROOT	ATTACK, SULTRY DANCE

ROUND 3

MONSTER	ACTIONS
SKULLRIDER	ATTACK, LEG SWEEP, FLAME SLASH



RANK G: BEGINNER CLASS

Entry Fee: 300G

With five enemies in the first round, it may take some time to take them all down unless your slime has a good area-of-effect attack. The feralbeasts can hurt

weaker slimes with the blown away ability. The animated armours can get in quick attacks each turn with the Mercurial Thrust. The arrghgoyle makes the round last longer with Kacang, but it will most likely attack unless Sizzle is effective.

ROUND 1

MONSTER	ACTIONS
FERALBEAST X2	ATTACK, DO NOTHING, BLOWN AWAY
RUFFLED GOON	ATTACK, KASAP
FERALBEAST X2	ATTACK, DO NOTHING, BLOWN AWAY

ROUND 2

MONSTER	ACTIONS
ANIMATED ARMOUR X2	ATTACK, MERCURIAL THRUST

ROUND 3

MONSTER	ACTIONS
ARRGHGOYLE	ATTACK, SIZZLE, KACANG



RANK F: AMATEUR CLASS

Entry Fee: 500G

With a successful Spooky Aura by a lesser demon, round 2 can be difficult—especially if the slime can't do more damage than the heals of the healslime. The final round with the jumping jackal can be difficult if your slime goes in with low HP.

ROUND 1

MONSTER	ACTIONS
GUSTBLUSTER	ATTACK, SWOOSH
UNDENTURED SERVANT	ATTACK
GUSTBLUSTER	ATTACK, SWOOSH

ROUND 2

MONSTER	ACTIONS
LESSER DEMON	ATTACK, KASAP, SPOOKY AURA
HEALSLIME	ATTACK, HEAL
LESSER DEMON	ATTACK, KASAP, SPOOKY AURA

ROUND 3

MONSTER	ACTIONS
JUMPING JACKAL	ATTACK, SLASHES WITH CLAWS, THIN AIR



RANK E: ECONOMY CLASS

Entry Fee: 700G

If your slime is susceptible to Cool Breath, you could get behind in just the first round. It helps to have a better healing spell than just Heal. In round

2, the battering ram can take away your healing spells with Fizzle and then hit you with its horns sending your slime into the final round in ball shape. The diethon attempts to poison the slime before taking it out with its powerful tail whip.

ROUND 1

MONSTER	ACTIONS
DREAMERA X2	ATTACK, MIDHEAL, COOL BREATH

ROUND 2

MONSTER	ACTIONS
BATTERING RAM	ATTACK, ATTACK WITH HORNS, FIZZLE

ROUND 3

MONSTER	ACTIONS
DIETHON	ATTACK, POISON ATTACK, TAIL WHIP, VENOM MIST



RANK D: BUSINESS CLASS

Entry Fee: 1000G

The gasbagons have some good attacks with their smother ability and Flame Breath—again, it really helps to have more than just Heal. Having a strong attacking

ability can make round 2 very easy, keeping the cureslime from using their Fullheal and prolonging the fight. The final round can be trouble if the haunted mirror uses Morph and gains all of the spells and abilities that your slime has. Its Dazzleflash can be trouble too if successful.

ROUND 1

MONSTER	ACTIONS
NOBLE GASBAGON	ATTACK, SMOTHERS PARTY MEMBER, FLAME BREATH
GASBAGON	ATTACK, SMOTHERS PARTY MEMBER, SWOOSH, FLAME BREATH
NOBLE GASBAGON	ATTACK, SMOTHERS PARTY MEMBER, FLAME BREATH

ROUND 2

MONSTER	ACTIONS
CURESLIME X2	ATTACK, FULLHEAL, DRAIN MAGIC

ROUND 3

MONSTER	ACTIONS
HAUNTED MIRROR	ATTACK, FRIZZLE, DAZZLEFLASH, MORPH



RANK C: VETERAN CLASS

Entry Fee: 2000G

Get your slime leveled up for this fight, because each round poses big threats to its hit

points. Round 2 can really be difficult if you out-damage your opponents. Your slime can eat away at the monsters' health, before having it all reversed when the mottle mend slime casts Multiheal. The axesaurus' Hatchet Man and Flame Breath can finish off your fighter quickly if not healed up.

ROUND 1

MONSTER	ACTIONS
HELL NIÑO	ATTACK, SIZZ, FIRE BREATH
CORPSE CORPORAL	ATTACK, DO NOTHING, SPOOKY AURA, TONGUE BASHING
PORKER	ATTACK, FLAILS ITS WEAPON ABOUT FIERCELY

ROUND 2

MONSTER	ACTIONS
FREEZING FOG	ATTACK, CHILLY BREATH, COOL BREATH
MOTTLE MENDSLIME	ATTACK, DEFEND, ASSESS THE SITUATION, MULTIHEAL
SPLUTTERFLY	ATTACK, BOOM, MAGIC BARRIER, KABUFF

ROUND 3

MONSTER	ACTIONS
AXESAURUS X2	ATTACK, HATCHET MAN, FLAME BREATH



RANK B: EXPERT CLASS

Entry Fee: 3000G

Bomboulder can really make things difficult by using Kerplunk and bringing back anyone your

slime has already defeated. Combine this with the scytheborg's Frenzy and it is light's out for an unprepared slime. The next two rounds can actually be a breeze after the rough round one, though the monsters still have attacks that can do big damage to your slime.

ROUND 1

MONSTER	ACTIONS
SCYTHEBORG	ATTACK, DO NOTHING, FRENZY
BOMBOULDER	ATTACK, DO NOTHING, KERPLUNK
OVERKILLING MACHINE	ATTACK, FLAILS ITS WEAPON ABOUT FIERCELY, SHOOT ARROW, VIOLENT SLASHING ATTACK
BRIMSTONE BULB	ATTACK, KASAP, SWEET BREATH

ROUND 2

MONSTER	ACTIONS
CZARGOYLE	ATTACK, DO NOTHING, FLEE, FRIZZLE
DRASTIC DRACKAL	ATTACK, BITES WITH NEEDLE-SHARP FANGS, CHILLY BREATH
CZARGOYLE	ATTACK, DO NOTHING, FLEE, FRIZZLE

ROUND 3

MONSTER	ACTIONS
LIVING STATUE	ATTACK, STOMP, STOMPS ON PARTY MEMBER



RANK A: MASTER CLASS

Entry Fee: 5000G

Six enemies and two of them are wraithwands in the first round make it a grinder of a fight.

With good hit points and the Fullheal spell, your slime should make it through. The second round poses a risk with the enemy having Magic Barrier and Bounce, unless your slime has some good attacking abilities. The pudgedevil can also bring in a cureslime to make things even tougher with its Fullheal. Make it through that round to face one of the toughest non-boss enemies in the game, the demon overlord. Bounce negates any spells your slime casts and its powerful attacks can be very hazardous.

Make it through all three rounds and your slime gets to face the current Slimopolis champion, Hammer. Fortunately, you get all of your HP and MP restored before battle. This fight can come down to who has more MP.

ROUND 1

MONSTER	ACTIONS
SLUGGERSLAUGHT X2	ATTACK, SULTRY DANCE, FOLLOW SUIT
WRAITHWAND X2	ATTACK, KASAP, CHILLY BREATH
SLUGGERSLAUGHT X2	ATTACK, SULTRY DANCE, FOLLOW SUIT

ROUND 2

MONSTER	ACTIONS
PUDGEDEVIL	ATTACK, KABOOM, MAGIC BARRIER, FREEZING BLIZZARD, CALLS FOR BACKUP (CURESLIME)
IRON TORTOISE	ATTACK, SELFLESSNESS, DEFENDING CHAMPION, BOUNCE

ROUND 3

MONSTER	ACTIONS
DEMON OVERLORD	ATTACK, BOUNCE, FREEZING BLIZZARD, KABOOM, KAZING, PYRE O' FIRE

SLIMOPOLIS CHAMPION

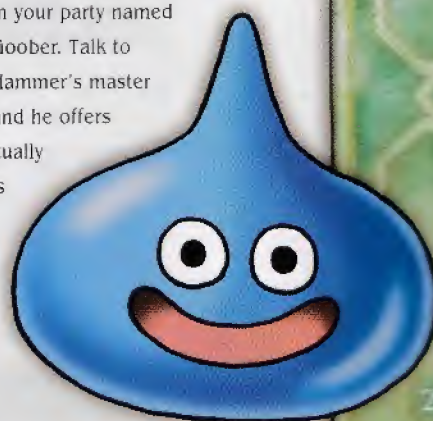
MONSTER	ACTIONS
HAMMER	ATTACK, FREEZING BLIZZARD, ABSORB MAGIC, FULLHEAL, METAL SLASH



RECRUIT GOOBER

Defeating Hammer gives you the ability to get a new slime in your party named Goober. Talk to Hammer's master and he offers

to buy your champion, but eventually he decides to give you one of his rookies.



MINI-GAMES
+
SLIMOPOLIS

THE PRIZES

Here are the prizes for winning each of the eight ranks of the competition.



RANK H: HERMES' HAT

EFFECT	HELMET	DEFENCE +28, STYLE +8
DESCRIPTION	A HARDY HAT THAT CAN FLY LIKE THE WIND IF THROWN IN THE AIR. USE IT TO INSTANTLY RETURN TO VARIOUS PREVIOUSLY-VISITED LOCATIONS.	



RANK G: EDGED BOOMERANG

EFFECT	WEAPON	ATTACK +25, STYLE +19
DESCRIPTION	THIS WINGED WEAPON CAN BE USED TO ATTACK ALL ENEMIES AT ONCE.	



RANK F: POISON NEEDLE

EFFECT	WEAPON	ATTACK +1, STYLE +15, CAN POISON ENEMY
DESCRIPTION	IF AIMED WELL, THIS VENOMOUS BARB CAN INFLICT A CRITICAL HIT.	



RANK E: SLIME ARMOUR

EFFECT	ARMOUR	DEFENCE +70, STYLE +30
DESCRIPTION	DECENT ARMOUR FOR NEVAN AND YOUR SLIME RECRUITS.	



RANK D: ICICLE DIRK

EFFECT	WEAPON	ATTACK +62, STYLE +31
DESCRIPTION	LEAVES TRAIL OF ICY BLADES TO FREEZE THE ENEMY WHEN USED DURING BATTLE.	



RANK C: FALCON KNIFE EARRINGS

EFFECT	WEAPON	ATTACK +35, STYLE +32
DESCRIPTION	EQUIP THESE EXTRA-EXPEDIENT EARRINGS TO STRIKE TWICE IN A SINGLE TURN.	



RANK B: METAL KING SHIELD

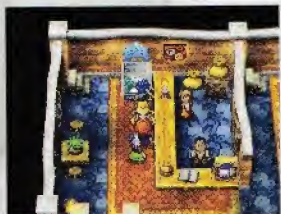
EFFECT	SHIELD	DEFENCE +70, STYLE +40
DESCRIPTION	REDUCES DAMAGE FROM MAGIC-, FIRE-, AND ICE-BASED ATTACKS.	



RANK A: DRAGONIC DILIGENCE

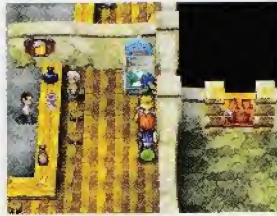
EFFECT	IMPORTANT ITEM	THE HOLDER OF THIS SCROLL CAN LEARN THE DRAGON VOCATION.
DESCRIPTION	THIS SCROLL UNLOCKS THE PATH TO LEARNING THE WAY OF THE DRAGON. THIS ITEM CAN ONLY BE USED ONCE.	

SLIPPIN' SLIME

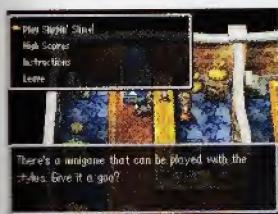


When your party reaches Somnia, you find a game machine sitting next to the bank inside the inn. This machine allows you to play a minigame called Slippin' Slime.

Later in the game you find this same game in the taverns of Château de Sass, Slimopolis, Turnscote, and Greedmore Valley. The games are identical except for Turnscote and Greedmore Valley, which contain an exclusive sixth course.



HOW TO PLAY



Press **A** in front of the machine to bring up a game menu. Here you have the following options: Play Slippin' Slime, High Scores, Instructions, and Leave. High Scores will show your current best scores for each course. Instructions tells you how to play the game. Select Leave to quit the game.



Select Play Slippin' Slime to proceed to the course select. In Somnia and Slimopolis, there are five courses. In Turnscote and Greedmore Valley, a sixth course becomes available. Choose a course to start the game. You get a fly-by view of the entire course before the start. To speed up the fly-by sequence, slide the stylus around the bottom screen. If you'd rather skip the fly-by entirely, just double-tap the bottom screen and you can start the game right away.



The game is fully controlled with the stylus. To start, place the stylus on the slime when he hops in the sling, then use the stylus to drag the sling back. When you're ready, release the stylus and the sling will shoot the slime sliding forward. You can aim the slime's start by pulling the sling back to the left or right.



As the slime slips about, you'll see a rectangular box over the ice in front of him. Slide the stylus back and forth in the left side of the box to tilt the slime left. Slide it in the right side of the box to tilt him toward the right. To keep the slime slipping straight ahead, slide the stylus back and forth between both sides of the box. If you stop sliding within the box, the slime will gradually come to a complete stop.

PARTS OF THE COURSE

FINISH LINE



At the end of most stages, a finish line marks the end of the course. At this point, you are unable to control your slime any more.

TARGET



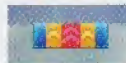
In three of the courses a target sits just beyond the finish line. The target has numbers of 10, 20, 40, 70 and 100—where 100 is the center. To complete these stages, you must stop your slime in this target. The number that the slime lands on is added to your score.

SHIELD FIELD



Shield fields make an appearance on the final course. These can be cleared by using a magic orb.

JUMP



This ramp gives your slime a little boost and helps him to make a big jump.

TREE



One course runs through a forest. These trees will stop your slime when hit directly. With enough speed, your slime will bounce off the sides.

ITEMS

Various items are scattered throughout the courses. Items have some effect on your slime. Here is a list of the items that you will encounter and how they can be used to clear the stages.

MEDALS



Medals add to your score and come in three sizes. Small gives you 3 points, medium gives 10 points and large medals count for 50 points.

SEED OF AGILITY



Grab this item to speed up your slime. These are necessary to get through some courses with sharp turns or to clear the required distance.

TANGLEWEB



This item slows your slime down. Avoid this unless a well-placed tangleweb can keep your slime from sliding off the edge.

SHIELD



Use a shield to survive an explosion from a Rockbomb.

SWORD



Swords increase your slime's attacking power allowing you to take down monsters in your path. Swords that your slime finds on the course are small swords. Combine this with another sword to make a stronger medium sword. Combine this medium sword with another sword to create the strongest large sword. Swords aren't lost after taking out a monster, collecting three will always result in the strongest sword.

MAGIC ORB



Magic orbs are used to survive a shield field. These are not lost after the shield field.

MONSTERS

In some of the courses, monsters try to keep you from reaching the finish line. Here are the monsters you find, how to deal with them, and how much they add to your score when defeated.

ROCKBOMB

Score: 0



The Rockbomb explodes when your slime runs into it. Use a shield to survive this explosion. Otherwise, it is game over.

SORCERER

Score: 150



This guy takes a little more attacking power to defeat. Collect a couple swords to take him down.

BANDIT

Score: 1-30



Increase your slime's speed to take down these little critters, causing them to fall down like bowling pins.

SCULPTRICE

Score: 300



This guy serves as the boss on the final course. Take him down with plenty of speed and maximum attacking power.

MINIDEMON

Score: 30



Minidemons are scattered throughout the final course. Increase your slime's speed and attacking power to defeat them. They are easily taken care of with a small sword.

THE COURSES

Only one course is available the first time the party plays the game. As you reach target scores for each course, the next course becomes available. The following table shows the score that must be achieved to open the next course:

COURSE	TARGET SCORE
STARTER'S SLIP	100
RAGE OF THE ROCKBOMB	100
BOWLING FOR BANDITS	200
GOOLYMPIC SLIME JUMPING	300
CLIFFSIDE CHAOS	300
SORCEROR'S SLOPE	BEAT THE BOSS

MINI-GAMES
+
SLIPPIN' SLIME

STARTER'S SLIP—BEGINNER'S COURSE

Target Score: 100

How to Play: Guide the slime to the centre of the target ring for big points. Go for the high score!

1

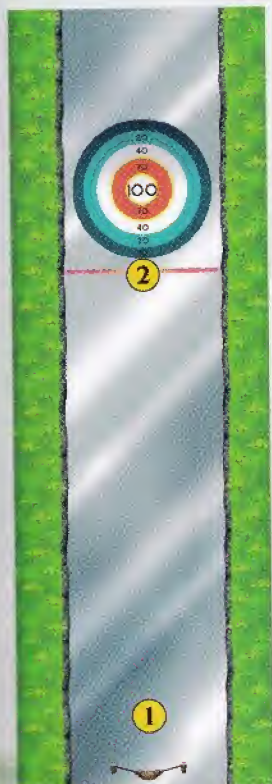


This is a straight-forward course that gets you used to controlling your slime. Simply keep your slime going straight down the middle. On this course, your slime will bounce off the sides.

2



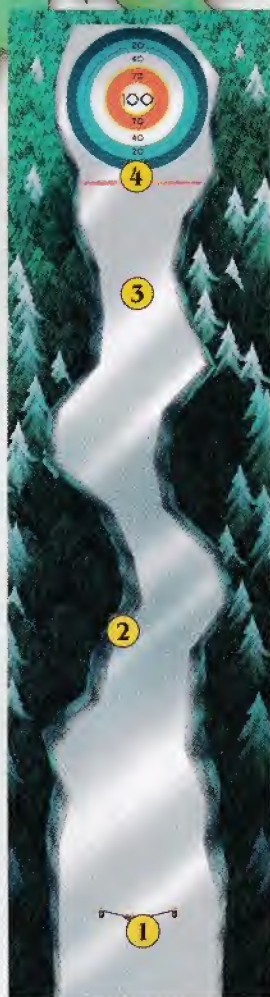
Stop controlling your slime a little before the finish line so that it coasts onto the target. You will need to land him in the 100 to complete the stage and open the second course.



RAGE OF THE ROCKBOMB—ADVENTURER'S COURSE

Target Score: 100

How to Play: Carefully cruise the curves to keep from crashing off the cliff. Grab shields to defend against rockbomb blasts!



Start off by aiming your slime toward a big medal or two. There are two shields on the course and one rockbomb. It is fairly easy to avoid so don't bother going out of the way for a shield.



Watch out for the edges as your slime will fly off the cliff if you get too close.



Keep your speed manageable. If you get going too fast, it can become impossible to land on the target. One or two seeds of agility should get you through the course fine.

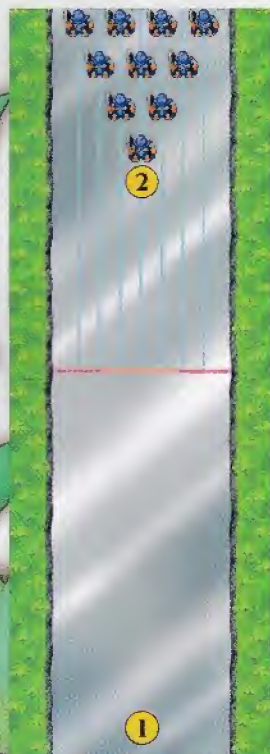


You only need 100 points to proceed, so it is possible to complete the stage without medals. However, collecting medals along the way can take the pressure off the finish.

BOWLING FOR BANDITS—BOWLER'S COURSE

Target Score: 200

How to Play: Gather seeds of agility to speed up the slime and bowl down the bandits!



This is a simple game of bowling—replacing the pins with defenseless monsters, of course. Collect as many seeds of agility as possible while trying to stay toward the middle of the lane.



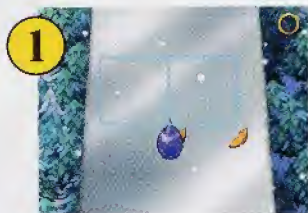
Keep your slime moving forward with some fast stylus movement, and remember that you need to have your slime aimed at the finish line. Hit the front bandit on the right or left, causing it to hit bandit two and your slime to hit bandit three. With enough speed, this should knock all ten bandits around and give you the required score of 200.



GOOLYMPIC SLIME JUMPING—GOOLYMPIAN'S COURSE

Target Score: 300

How to Play: Steadily slide the stylus back and forth to build momentum for the big jump. Try to keep a straight line to the goal!



Keeping your slime as straight as possible is important, but you also need to build your speed with the seeds of agility. Collect the seeds that are closest to the middle as you coax your slime forward with the stylus.



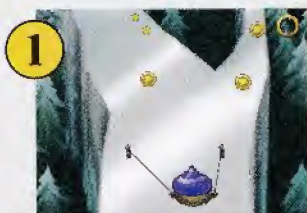
Continue to move your slime straight through the jump to get the most speed. Hit the middle of the ramp to get an extra speed boost. Hitting the yellow strips on each side of the red gives a smaller boost and missing the ramp will cause your slime to fall straight down.



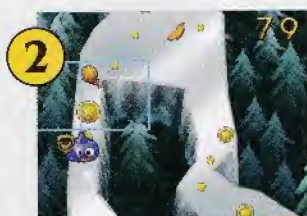
CLIFFSIDE CHAOS—ADVENTURER'S COURSE

Target Score: 300

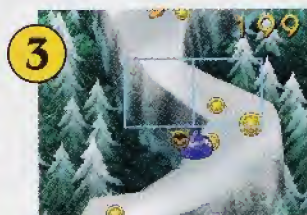
How to Play: Scope out the slippery slalom beforehand to determine the best descent!



Take advantage of the fly-by to plot the best course. A shield sits on one side or the other of the first split, but the rockbomb can easily be avoided. Instead, go for the big medals and maximum points.



A tangleweb may sit at the end of the second split. It can stop your slime quickly if you don't get your speed up. Take the route with the most points and work hard to reach the next seed of agility if a tangleweb slows you down.



This section can be tricky if you go in with a lot of speed. It is possible to cut the tight turns a little, but be careful to not drop off the side. Sometimes this section holds a lot of points, but it may require you to slow your speed considerably to get them. Unless there is a seed of agility close, ignore the big medals deep in the corners.

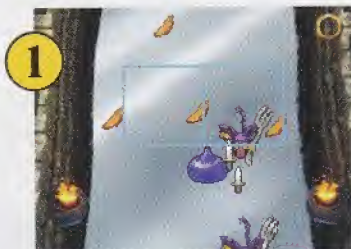


Try to build some speed going into the forest. You can bounce off the sides of the trees with enough speed, but a direct hit with a tree will stop your slime immediately. Let up as you go through the trees to decrease your speed before the target. Keep your stylus to the sides so as not to take too much speed across the finish line. A tangleweb may show up in between the last trees—giving an opportunity to slow down even quicker.

SORCEROR'S SLOPE—CHAMPION'S COURSE

Target Score: Beat the Boss

How to Play: Break the barriers with magic orbs and slurp up swords to bash the boss!



Grab the swords and speed through the minidemons to take them out. If there are minidemons before the first sword, do your best to avoid them or you will be defeated.



Grab a magic orb along the way to get through the shield field. The magic orb is not lost at the shield so you can use it at the next shield.



A sword and some good speed are all you need to take out the sorcerer that blocks your path. Aim for the middle of the monster while keeping your speed up.



Select the best route around the gap to grab more speed and magic orbs. You need to get at least three orbs for the next section.



With at least three magic orbs, your slime will coast right through the three shield fields. Upgrade your sword to the maximum attacking power to defeat the sculptrice boss. Again, aim for its middle and keep the speed up.



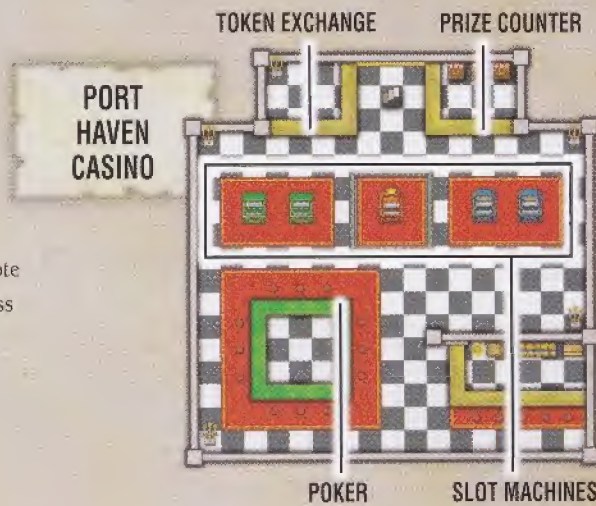
CASINO

7

PORT HAVEN, TURNSCOTE, AND GREEDMORE VALLEY CASINOS



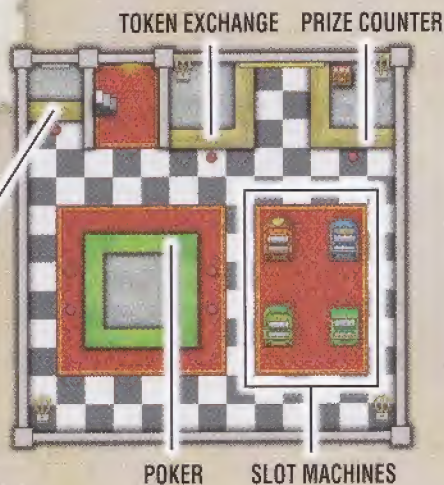
Upon reaching Port Haven, your party has access to the Port Haven Casino on the northwest side of town. Just inside you'll find the Casino's token vending area on the left and the prize exchange on the right. Several slot machines are lined up in the middle of the floor and a poker table can be found further down.



Later on, the party finds two more Casinos—one in Turnscote and another in Greedmore Valley. These Casinos give access to the same amenities as the Port Haven Casino with the exception of Greedmore Valley's "Double or Nothing". The following maps show the layout for the three Casinos.

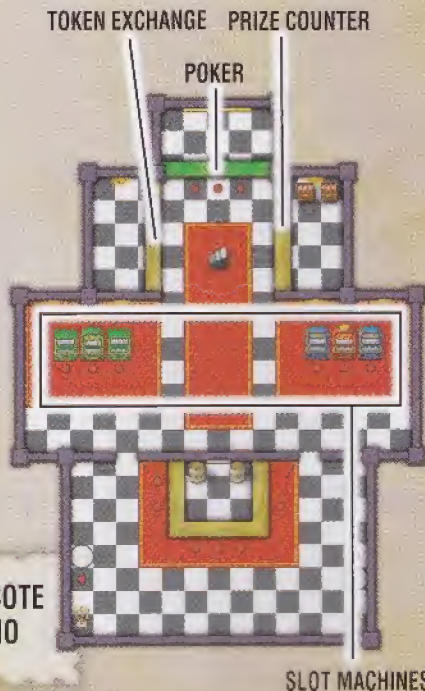
GREEDMORE VALLEY CASINO

PATTY'S PARTY PLANNING PLACE



TOKEN EXCHANGE PRIZE COUNTER
POKER

TURNSCOTE CASINO



MINI-GAMES
CASINO



At the token vending area, you can purchase tokens for 20 Gold each. You will need to do this to get started, but hopefully you won't need more after this initial purchase. These tokens can be used at the slot machines and poker tables to earn more tokens. As your winnings grow, you can exchange these tokens for prizes at the prize exchange inside each Casino.

Listed below are the prizes that can be purchased with your tokens, as well as each item's cost and which Casino they can be found at.



MAGIC WATER

COST 200

WHICH CASINO(S)	PORT HAVEN
EFFECT	ITEM. USE ON A PARTY MEMBER DURING A BATTLE TO RECOVER 10-15 MP OR IN THE FIELD TO RECOVER 40-50 MP.
DESCRIPTION	RECOVERS A LITTLE OF ONE PARTY MEMBER'S MP.



PLATINUM MAIL

COST 3500

WHICH CASINO(S)	PORT HAVEN, TURNSCOTE
EFFECT	ARMOUR. DEFENCE +66, STYLE +51
DESCRIPTION	THIS ARMOUR WILL HELP TO REDUCE DAMAGE CAUSED BY MAGIC.



KERPLUNK BRACER

COST 20000

WHICH CASINO(S)	TURNSCOTE, GREEDMORE VALLEY
EFFECT	ACCESSORY. DEFENCE +10, STYLE +25; IF THE WEARER DIES THE BRACER EXPLODES, HEALING THE REST OF THE PARTY.
DESCRIPTION	ROUSING WRISTWEAR THAT MAY JUST SAVE THE DAY IN TIMES OF NEED.



SILK TUXEDO

COST 500

WHICH CASINO(S)	PORT HAVEN, TURNSCOTE
EFFECT	ARMOUR. DEFENCE +10, STYLE +40
DESCRIPTION	DOESN'T APPEAR TO HAVE ANY SPECIAL EFFECTS BUT IT IS A BIG BOOST TO STYLE.



KAMIKAZEE BRACER

COST 5000

WHICH CASINO(S)	PORT HAVEN
EFFECT	ACCESSORY. STYLE +10; IF THE WEARER DIES THE BRACER EXPLODES, INJURING THE ENEMY.
DESCRIPTION	ROUSING WRISTWEAR THAT MAY JUST SAVE THE DAY IN TIMES OF NEED!



METAL KING ARMOUR

COST 150000

WHICH CASINO(S)	GREEDMORE VALLEY
EFFECT	ARMOUR. DEFENCE +115, STYLE +45
DESCRIPTION	REDUCES DAMAGE FROM FIRE- AND ICE-BASED ATTACKS.



YGGDRASIL LEAF

COST 1000

WHICH CASINO(S)	PORT HAVEN, GREEDMORE VALLEY
EFFECT	ITEM. RESURRECTS ONE PARTY MEMBER.
DESCRIPTION	A MAGICAL LEAF THAT CAN RESURRECT A PARTY MEMBER.



PRAYER RING

COST 5000

WHICH CASINO(S)	TURNSCOTE, GREEDMORE VALLEY
EFFECT	ACCESSORY. DEFENCE +5, STYLE +22; MAY BE USED TO RECOVER 20-30 MP (ITEM MAY DISINTEGRATE AFTER USE)
DESCRIPTION	THIS RELIGIOUS RING RECOVERS SOME MP WHENEVER IT'S USED.



FLAIL OF DESTRUCTION

COST 300000

WHICH CASINO(S)	GREEDMORE VALLEY
EFFECT	WEAPON. ATTACK +125, STYLE +26
DESCRIPTION	THIS FEARSOME FLAIL CAN BE USED TO ATTACK ALL ENEMIES AT ONCE.



DRAGON SHIELD

COST 2000

WHICH CASINO(S)	PORT HAVEN, TURNSCOTE
EFFECT	SHIELD. DEFENCE +30, STYLE +25
DESCRIPTION	REDUCES DAMAGE FROM FIRE- AND ICE-BASED ATTACKS.



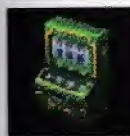
FALCON BLADE

COST 10000

WHICH CASINO(S)	TURNSCOTE, GREEDMORE VALLEY
EFFECT	WEAPON. ATTACK +67, STYLE +32
DESCRIPTION	EQUIP THIS SUPER-SWIFT SWORD TO STRIKE TWICE IN A SINGLE TURN.

SLOT MACHINES

You find five slot machines in Port Haven, six in Turnscote, and four in Greedmore Valley. There are four different types of slot machines. Some use three symbols across and others use five symbols. The machines accept 1, 10, or 100 tokens. Here are the four types of machines:



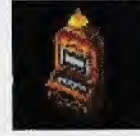
This machine costs 1 token and uses 3 symbols.



This machine costs 1 token and uses 5 symbols.



This machine costs 10 tokens and uses 5 symbols.



This machine costs 100 tokens and uses 5 symbols.

WINNING PATTERNS

The following table shows the winning patterns for the three-symbol machines:

777 x1000	777 x50
BAR BAR BAR x500	777 x20
777 x200	777 x10
777 x100	777 x5

The following table shows the winning patterns for the five-symbol machines:

77777 x10000	77777 x1000	77777 x100
77777 x2000	77777 x200	77777 x20
77777 x1000	77777 x100	77777 x10
77777 x200	77777 x50	77777 x8
77777 x100	77777 x20	77777 x5
77777 x20	77777 x6	77777 x3



HOW TO PLAY

Walk up to a slot machine and press the **A** button to play and press up on the D-pad to insert a token. In the three-symbol machines, you can insert up to five tokens—giving you an opportunity to win five ways. Therefore, with two of the machines at least, you can win five times with one play.

With the five-symbol machines, you can insert up to 9, 90 or 900 tokens for each play depending on which machine you are playing. The more tokens you enter, the more opportunities there are to win. With one, 10 or 100 tokens, only the middle row comes into play. With three, 30 or 300 tokens you can win on any of the three rows. Tokens above three times the minimum bet multiply your winnings. After entering the desired tokens, press the **A** button to make the wheels spin. If you get a winning pattern, you are credited with the winnings that equal the number of tokens multiplied by the winning pattern's payout.

As you place tokens into the machine, the first token(s) highlights the middle row, the second opens the top row and the third makes the bottom row available. You can continue to bet tokens up to nine times. The number of times you insert tokens indicates a payout for each row as follows:

# TIMES TOKEN(S) INSERTED	1	2	3	4	5	6	7	8	9
2	-	X1	X1	X1	X2	X2	X2	X3	X3
1	X1	X1	X1	X2	X2	X2	X3	X3	X3
3	-	-	X1	X1	X1	X2	X2	X2	X3

QUICKEST WAY TO EARN TOKENS

Maxing your bet on the 100-token slot machine may be the quickest way to get tokens. Save the game after you win big to reduce frustration caused by losing big.



MINI-GAMES
CASINO

POKER

Poker tables are available at all three Casinos. Talk to the gentleman behind the counter of the poker table to begin a game. The first task is deciding how many tokens you want to gamble on the next hand. You can bet as many as 10 tokens on each hand.



Five cards are dealt out on the table. The object is to make a winning poker hand out of the cards. There are four suits of cards: Crowns, Shields, Slimes, and Swords. Each suit has 14 different ranks: 2-10, Jack, Queen, King, and Ace. Note that an Ace can be used as the lowest or highest card when making a Straight hand.



You can also use Jokers as any card you want in order to achieve the best hand.

After the cards are dealt, the cards you discard are replaced with new cards. Press the button on a card to switch between Discard and Hold. When your hand is over, press the button on the Deal



WINNING HANDS

You must end up with one of the hands listed here to win Casino tokens. The computer provides the best possible result. The number of tokens you bet is multiplied by the corresponding payout multiplier.



TWO PAIRS

PAYOUT MULTIPLIER: x1

DESCRIPTION: Two cards of the same rank is a pair. Get two separate pairs to recover your bet.



THREE OF A KIND

PAYOUT MULTIPLIER: x1

DESCRIPTION: Three cards of the same rank recovers your bet.



STRAIGHT

PAYOUT MULTIPLIER: x2

DESCRIPTION: Five cards in successive order, such as 2-6 or 8-10, Jack, Queen. The straight cannot run between the King and 2, such as King, Ace, 2-4. The suit for the five cards doesn't matter.



FLUSH

PAYOUT MULTIPLIER: x4

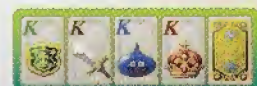
DESCRIPTION: Five cards of the same suit where the order doesn't matter.



FULL HOUSE

PAYOUT MULTIPLIER: x5

DESCRIPTION: Combine a three of a kind with a pair to get the x5 multiplier.



FOUR OF A KIND

PAYOUT MULTIPLIER: x10

DESCRIPTION: Four cards of the same rank multiplies your bet by 10.



STRAIGHT FLUSH

PAYOUT MULTIPLIER: x20

DESCRIPTION: A straight of five cards with the same suit, except for the highest five ranks.



FIVE OF A KIND

PAYOUT MULTIPLIER: x50

DESCRIPTION: Four cards of the same rank plus a Joker results in a x50 multiplier.



ROYAL STRAIGHT FLUSH

PAYOUT MULTIPLIER: x100

DESCRIPTION: The Royal Straight Flush is a Straight Flush with the five highest rank cards—10, Jack, Queen, King, Ace.

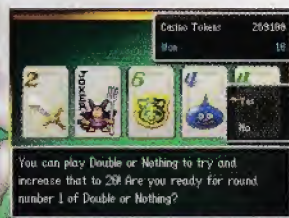


ROYAL SLIME FLUSH

PAYOUT MULTIPLIER: x500

DESCRIPTION: Get a Royal Straight Flush in the Slime suit to receive the highest possible payout.

DOUBLE OR NOTHING



If you get a winning hand, you can double your winnings, since the dealer asks if you want to play "Double or Nothing". If you choose to play, a card is turned over with four more lying face down to the right. You must pick a card from the four that is higher than the one showing. If it is the same, another set will be drawn. There are 14 values ranging from 2 to Joker. Joker is the high card with the Ace as the second highest. If you fail to choose a higher card, you lose all your winnings.

If you choose correctly, you can double your new winnings by taking part in a second round of "Double or Nothing". You can continue to increase your winnings as long as you wish.

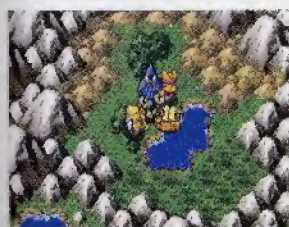
This part differs in Greedmore Valley, though. Instead, you are given two cards—one face up and one face down. Choose whether you believe the face down card is either high or low. If you win, you can either take your money and run or you can double those winnings by deciding whether or not a new card is higher than the previously flipped card. This is the easier of the two "Double or Nothing" styles, as you have a much greater chance of making a "lucky guess".

BEST-DRESSED CONTEST

7



Zoom to Wellshire and board the Providence that is docked to the east. Sail along the shore to the south until you reach the southwest section of the continent. Submerge and look for a narrow channel. Follow this channel up to an opening and float up to the surface. Disembark to find Château de Sass, Mr Sass' shrine to style.



Inside there is a priest to the right who offers Divination, Resurrection, and Purification. In the northeast corner is a bar with a Slippin' Slime machine nearby—take note of the king slime there.



The emcee gives each contestant a turn at showing off for the judges. After the other four contestants have strutted their stuff on the catwalk, it is your turn. At this time, you can talk to

each contestant—though this doesn't really get you anything besides their names and maybe a short comment. Walk down the walkway, where your contestant receives a comment at each spotlight. Return to your original position and then the judges discuss and decide on a winner.

At this time, the emcee announces who the winner is and gives out the prize. The judges give some critiques and the show



is concluded. Head back downstairs if you want to continue to the next level of competition.

HOW TO COMPETE



Take the stairs down to Seymour's Underground Theatre and talk to the man at the counter. He asks if you want to compete in the next level of the contest. He informs you which level is up next and who can compete; men only, ladies only, monsters only, or anyone. If you have somebody who can enter, say yes and head back to the left dressing room to prepare.



Make any last minute adjustments and then talk to the registration chap at the door. He gives you a chance to select who will compete, then he leads your contestant backstage, where you must get in line with the others.

HOW TO WIN



The judges give you a score that is calculated by adding the contestant's current Style attribute to an equipment bonus, if there is one—more about the bonus later. Check the weapon and armour

sections in this guide to find out how many points each piece of equipment adds to your style. If your score beats the required score, then you win that level. You can then return to compete in the next level. There are eight levels in all with different conditions for entry. The following table shows each level, the requirement for entry, and the score needed to win.

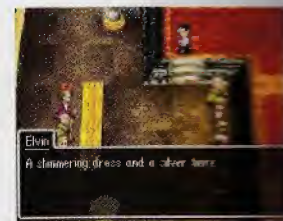
SCORE TO BEAT

LEVEL	WHO CAN ENTER	SCORE NEEDED TO WIN
1	ANYONE	180
2	MEN ONLY	200
3	ANYONE	220
4	LADIES ONLY	250
5	MEN ONLY	280
6	ANYONE	310
7	MONSTERS ONLY	260
8	ANYONE	360

MINI-GAMES
BEST-DRESSED CONTEST

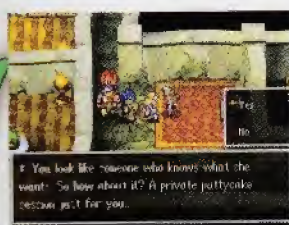
EQUIPMENT BONUS

It is possible to earn an extra bonus to your score by combining certain equipment. For example, equipping your character with all four platinum pieces gives an extra bonus of 50 points on top of the style each piece provides. This can go a long way in winning the contest. The following table shows the possible combinations and how many bonus points you can get.



WEAPON	ARMOR	SHIELD	HELMET	ACCESSORY	BONUS
-	BOXER SHORTS	POT LID	-	-	30
-	SILK TUXEDO	-	-	BOWTIE	25
-	SHIMMERING DRESS	-	SILVER TIARA	GLASS SLIPPERS	40
-	SHIMMERING DRESS	-	SILVER TIARA	PINK PEARL	60
THORN WHIP	-	-	-	FISHNET STOCKINGS	25
SPIKED STEEL WHIP	-	-	-	FISHNET STOCKINGS	30
LUNAR FAN	DANCER'S COSTUME	-	-	-	35
SOLAR FAN	DANCER'S COSTUME	-	-	-	45
MIRACLE SWORD	SACRED ARMOR	-	-	-	40
-	BUNNY SUIT	SILVER PLATTER	BUNNY EARS	FISHNET STOCKINGS	50
-	BUNNY SUIT	-	BUNNY EARS	FISHNET STOCKINGS	30
DRAGONSBANE	DRAGON MAIL	DRAGON SHIELD	-	-	15
PLATINUM SWORD	PLATINUM MAIL	PLATINUM SHIELD	PLATINUM HEADGEAR	-	50
METAL KING SWORD	METAL KING ARMOUR	METAL KING SHIELD	METAL KING HEADGEAR	-	30
SIREN SWORD	FLOWING DRESS	-	-	-	15
WIZARDLY WHIP	MAGICAL SKIRT	-	-	-	20
-	MAGICAL SKIRT	-	-	FISHNET STOCKINGS	30
-	ENCHANTED ARMOUR	-	-	-	30
ZOMBIESBANE	ENCHANTED ARMOUR	-	-	-	15
SWORD OF RAMIAS	ARMOUR OF ORGO	SHIELD OF VALORA	HELMET OF SEBATH	-	15
HELA'S HAMMER	HELA'S ARMOUR	-	-	-	10
WARHAMMER	-	-	IRON MASK	-	15
FIRE BLADE	FLAME ARMOUR	FLAME SHIELD	-	-	20
SLIME ARMOR	-	-	SLIME HELMET	-	10
FLAMETANG	FLAME ARMOUR	-	-	-	20
BOOMERANG	FLAME ARMOUR	-	-	-	20
-	PRINCESS ROBE	-	GOLDEN TIARA	-	50
-	SILVER CUIRASS	-	SILVER TIARA	-	25
-	CLOAK OF EVASION	-	-	AGILITY RING	20
STEEL FANGS	FUR CAPE	-	-	-	10
-	MIRROR ARMOUR	SILVER SHIELD	-	-	40
-	TORTOISE SHELL	-	POINTY HAT	-	20
-	GLOMBOLERO	-	HAPPY HAT	-	60
-	GIGANT ARMOUR	OGRE SHIELD	-	-	15
SUNDERBOLT BLADE	-	TEMPEST SHIELD	-	-	35
MORNING STAR	-	MAGIC SHIELD	-	-	10

INCREASE YOUR PARTY'S STYLE ATTRIBUTE



There are three ways to increase a character's style attribute without changing the equipment; a patty cake session in Turnscote, eating a pretty betsy, and changing vocations.

PATTYCAKE

When the party visits Turnscote, visit the seedy bar on the eastern side of town and talk to the woman in a bunny outfit. She gives a patty cake session with one of your characters. This gives the party member a +5 bonus to their style attribute. Switch the character you want to receive the bonus to the front of the party. Be careful who you use, because this can only be done once.

PRETTY BETSY

Keep an eye out for pretty betsys around the world. Any party member can eat these to increase style. These items are also dropped by hell ninjas, darkcrawlers, and bloody hands. Use these items on the characters you plan to use in the contest, though they aren't required to win.

CHANGING VOCATIONS

Four vocations increase a character's style attribute. Changing the vocation of the character that you plan to use in the contest can give a quick boost to style. The following table lists these four vocations and how much style is increased. Be careful, the thief and merchant

vocations will decrease style by 20%. This percentage affects the character's base style attribute and when a vocation is dropped the style change is reset.

Mastering the luminary vocation gives an extra +15 to style as a luminary.

VOCATION	INCREASE IN STYLE ATTRIBUTE
GADABOUT	5%
DANCER	10%
HERO	10%
LUMINARY	15%

FASHION FORGE

Another way to increase your style is to visit the Fashion Forge. It can be found at two locations; down a well in the real



world on the small southern continent and just north of the western bar in Turnsote.

Talk to the guy behind the counter to have an item's style attribute improved.

This only works for the items in the following tables.

Have your hero's legendary equipment worked on to also increase the attack/defence.



WEAPONS

ITEM	ORIGINAL STYLE	FORGED STYLE	COST
WIZARDLY WHIP	45	70	4000
SWORD OF RAMIAS (X2)	32	70	34000
FLAIL OF DESTRUCTION	26	68	10000
SOLAR FAN	49	67	16000
SUNDERBOLT BLADE	40	65	12000
GREAT BOW	25	65	20000
ZOMBIESBANE	5	62	3200
DEMON SPEAR	19	61	3200
FALCON BLADE	32	60	4800
DRAGONSANE	35	55	2000
FLAMETANG BOOMERANG	25	52	2000
MIRACLE SWORD	38	51	1600
WAR HAMMER	19	50	1000
GRACOS'S TRIDENT	-10	40	3200
FIRE BLADE	33	36	8000
SAW BLADE	-2	33	800

ARMOUR

ITEM	ORIGINAL STYLE	FORGED STYLE	COST
ARMOUR OF ORGO	32	80	20000
GIGANT ARMOUR	15	77	20000
DRAGON MAIL	37	72	2000
SILVER MAIL	40	70	4000
ARMOUR OF MAX WYNNE	17	66	10000
MAGIC ARMOUR	38	61	2000
FLAME ARMOUR	33	55	16000
HEAVY ARMOUR	-30	43	1200
FULL PLATE ARMOUR	27	42	800

SHIELDS

ITEM	ORIGINAL STYLE	FORGED STYLE	COST
OGRE SHIELD	-10	50	16000
DRAGON SHIELD	25	47	2000
FLAME SHIELD	22	45	6000
TEMPEST SHIELD	18	44	4000
SHIELD OF MAX WYNNE	8	42	10000
MAGIC SHIELD	21	38	1000

HELMETS

ITEM	ORIGINAL STYLE	FORGED STYLE	COST
GREAT HELM	30	47	20000
HELM OF SEBATH	24	45	16000
HELMET OF MAX WYNNE	15	40	10000
IRON MASK	-10	35	1200
IRON HELMET	15	26	400

WINNING SETUPS

Here are sample setups to win all levels of the contest:

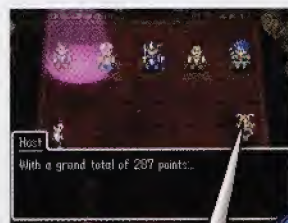
MEN ONLY

Required score to win men only levels: 280

Character: Hero

EQUIPMENT

SWORD OF RAMIAS W/2 UPGRADES	70
ARMOUR OF ORGO W/UPGRADE	80
SHIELD OF VALORA	35
HELMET OF SEBATH W/UPGRADE	45
TURNSCOTE PENDANT	45
EQUIPMENT BONUS (ALL LEGENDARY EQUIPMENT)	15
TOTAL	290



Notes: With all four pieces of the legendary equipment, Hero easily tops the required score. It is possible by taking him through the luminary vocation to win the entire contest.



MINI-GAMES
★
BEST-DRESSED
CONTEST

LADIES ONLY

Required score to win ladies only levels: 250

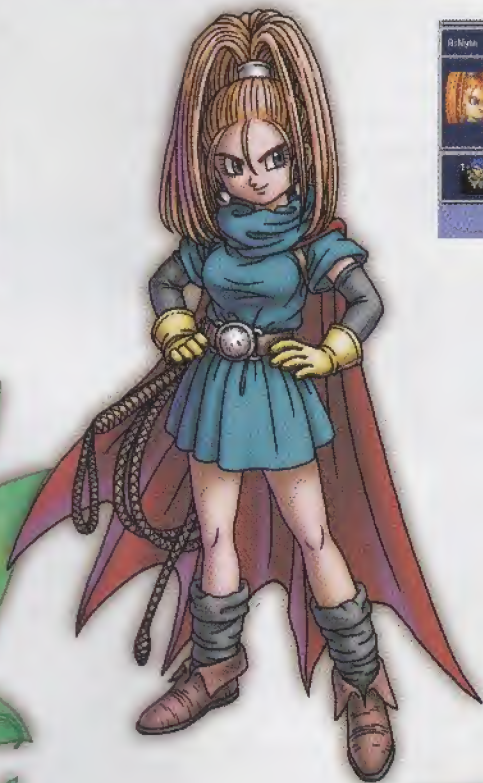
Required score to win it all: 360

Milly and Ashlynn have basically the same available equipment, except that Ashlynn can use the wizardly whip. Once upgraded at the Fashion Forge, it adds +70 to style. Until their later levels, Milly has a slight edge in the base style attribute. The following are sample setups for both female members of your party.

Character: Ashlynn

EQUIPMENT

MIRACLE SWORD W/UPGRADE	51
SHIMMERING DRESS	61
METAL KING SHIELD	40
SILVER TIARA	25
PINK PEARL	40
EQUIPMENT BONUS (SHIMMERING DRESS, SILVER TIARA, PINK PEARL)	60
TOTAL	277



Ashlynn	• Eyes	Strength	91
Score of Gorgonia	Level	Endurance	107
Score	GB	Stamina	98
Grade		Stamina	214
HP	204 / 264	Attack	190
MP	450 / 450	Defense	200
Attributes		Skills	



Character: Milly

EQUIPMENT

WIZARDLY WHIP W/UPGRADE	71
PRINCESS'S ROBE	72
MAGIC SHIELD W/UPGRADE	38
GOLDEN TIARA	50
GLASS SLIPPERS	45
EQUIPMENT BONUS (PRINCESS'S ROBE + GOLDEN TIARA)	50
TOTAL	325



Notes: If you have collected at least 100 mini medals, the robust lingerie gives 100 style points. With a couple other changes, this can increase Milly's score.



MONSTERS ONLY

Required score to win monsters only level: 260

Character: Goowain

EQUIPMENT

PLATINUM SWORD	45
PLATINUM MAIL	51
PLATINUM SHIELD	40
PLATINUM HEADGEAR	40
BOW TIE	33
EQUIPMENT BONUS (ALL PLATINUM EQUIPMENT)	50
TOTAL	260



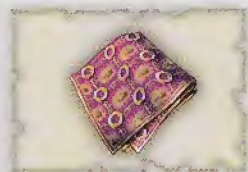
THE PRIZES

Here are the prizes for winning each of the eight levels of the contest.



LEVEL 1: SILVER PLATTER

EFFECT	SHIELD	DEFENCE +18, STYLE +23
DESCRIPTION	BASIC SHIELD THAT OFFERS A BEST-DRESSED CONTEST BONUS WHEN COMBINED WITH THE BUNNY SUIT, BUNNY EARS, AND FISHNET STOCKINGS.	



LEVEL 2: TRAILBLAZING BANDANA

EFFECT	ACCESSORY	DEFENCE +5, STYLE +28
DESCRIPTION	AN UNDERSTATED SKULL WRAP FOR FERVENT FANS OF FASHION. IT HAS DECENT STYLE FOR AN ACCESSORY, BUT THERE IS BETTER.	



LEVEL 3: PLUSH RUG

EFFECT	IMPORTANT ITEM	USE THIS ITEM WHEN THE TIME IS RIGHT.
DESCRIPTION	A BEAUTIFULLY-EMBROIDERED FLOOR CARPET.	



LEVEL 4: GLASS SLIPPERS

EFFECT	ACCESSORY	AGILITY -20, STYLE +45
DESCRIPTION	THIS FABULOUS FOOTWEAR ESCHEWS FLEXIBILITY FOR FASHION. THIS ACCESSORY ADDS GREAT STYLE, BUT YOU WOULDN'T WANT TO WEAR IT INTO BATTLE.	



LEVEL 5: PLATINUM HEADGEAR

EFFECT	HELMET	DEFENCE +38, STYLE +42
DESCRIPTION	BASIC HELMET THAT BECOMES VERY USEFUL IN LEVEL 7 OF THE CONTEST.	



LEVEL 6: SHIMMERING DRESS

EFFECT	ARMOUR	DEFENCE +55, STYLE +61
DESCRIPTION	THIS DIAPHANOUS DRESS MAY REFLECT MAGIC BACK AT THE CASTER. DECENT ARMOUR FOR THE LADIES IN BATTLE, BUT MUCH BETTER ON THE CATWALK.	



LEVEL 7: SAGE'S STONE

EFFECT	ITEM	HEALS ALL PARTY MEMBERS WHEN USED IN BATTLE.
DESCRIPTION	THIS ROCK RESTORES SOME OF EACH PARTY MEMBER'S HP IN BATTLE AND IT CAN BE USED OVER AND OVER IN BATTLE.	



LEVEL 8: HAPPY HAT

EFFECT	HELMET	DEFENCE +35, STYLE -17
DESCRIPTION	RECOVERS SOME OF THE WEARER'S MP WITH EACH AND EVERY STEP. GREAT HELMET FOR CASTERS AND HEALERS. BE SURE NOT TO WEAR IT IN THE CONTEST EVEN IF YOU COMBINE IT WITH THE GLOMBOLERO. THE BONUS ISN'T WORTH THE NEGATIVE STYLE POINTS.	
























MINI-MEDALS












MINI MEDAL PRIZE LIST























MEDALS	REWARD
15	STAFF OF DIVINE WRATH
25	RAGING RUBY
30	PLATINUM SWORD
40	MIRACLE SWORD
50	SANDS OF TIME
60	SACRED ARMOUR
70	METAL KING HELM
80	GLOMBOLERO
90	DRAGONIC DILIGENCE
100	ROBUST LINGERIE


















As you progress through the game, you should be on the lookout for mini medals. Search for them inside drawers, chests, clay jars, and even on the ground. After completing Isle o' Smiles, you gain access to Medford's Manor. King Medford Medallion lives northwest of Haggleton, where a big hole in the ground used to be. You can exchange the mini medals with him for rewards. There are 106 total medals to find in the game including the bonus dungeon.

Refer to the following images and descriptions to find and collect enough mini medals to obtain all of King Medford Medallion's rewards.

1		Wellshire: Dresser inside well.	16		Aridea: Northwest house.	31		Destiny's Drop: Drop into the left cave and use the pickaxe on the rocks.
2		Gardsbane Tower: On the third floor at the logic puzzle, enter the right door to find a mini medal in a dresser.	17		Mobile island: Behind the bar in the left barrel.	32		Clearvale (Dream World): Northeast house in Matt's room, inside a dresser—return to get it after receiving the flying bed.
3		Somnia Castle: Pot inside northwest kitchen.	18		Small island west of Aridea: Inside building.	33		House south of Alltrades Abbey (Dream World): Inside a barrel.
4		Port Haven: Back room of the inn.	19		Cave far to south: Lying on the ground in front of the middle gravestone.	34		Shrine north of Turnscote: Lying on the ground next to a gravestone.
5		Somnia (Real World): Northwest house, inside a pot.	20		Well on southwest continent: In a chest.	35		Shrine on small island south of the Slimopolis (Dream World): Inside middle barrel.
6		Amor: Southwest home, in a dresser.	21		Guard post north of Howsworth: In the right room.	36		Well south of Amor (Dream World): In the house, inside a dresser.
7		Amor: Pot inside the Church basement, found after sleeping there.	22		Howsworth: Inside a barrel to right of the inn. Walk through the inn to access.	37		Dullerton: Next to the west cabin, inside a barrel.
8		Cave of Amor: Chest in second level of the cave.	23		Howsworth: Northwest building, inside a pot.	38		Church on southwest continent: Southeast section of the continent, in the church, inside a dresser.
9		Alltrades Abbey: Basement in the north room, lying on the ground.	24		Howcastle: First floor of the kitchen, inside a pot.	39		Well north of Castle Swanstone: Inside a dresser.
10		Scrimpsley: Lying in a hole in front of the church.	25		Hallowed Hollow: West of the second test, inside a chest.	40		Castle Swanstone: Room southwest of the throne, inside an armoire.
11		Scrimpsley: House north of the item shop, inside a dresser.	26		Hallowed Hollow: South of the third test, in the middle chest.	41		Castle Swanstone: Room above the throne room, inside a dresser.
12		Arkbolt: West side of the second floor, inside a barrel.	27		Howcastle: West of the castle after getting the magic key.	42		The Spiegelspire: Northwest corner of the second floor, inside a chest.
13		Arkbolt: Soldier training room, access from the southwest stairs on the roof.	28		Arkbolt: Take the northeast stairs on the second floor and use the magic key on the gate.	43		Pescado: In the fish shop, behind the counter, inside a barrel.
14		North of Wayfarers Pass: Northern house, inside a dresser.	29		Clearvale (Dream World): Southwest house, inside a dresser.	44		Well item shop: Sail south from Port Haven and duck under the bridge. Follow the river to a well. Search the ground to the right of the item shop.
15		Cave to Aridea: Take the path to the south to find a chest.	30		Clearvale (Real World): Southwest house, inside a dresser.			

45		Underwater inn: Zoom to the Fashion Forge and board the Providence. Submerge to find the inn and search inside.
46		Sunken Ship: Main deck, inside the right barrel.
47		Mobile island: Take the stairs to the right of the bar and use the ultimate key to access a chest.
48		Somnia Castle (Dream World): Take the right stairs from the first floor and use the ultimate key to access a chest.
49		Somnia Castle (Real World): Take the right stairs from the first floor and use the ultimate key to access a chest.
50		Port Haven: Take the southern stairs and use the ultimate key on the right gate to access a chest.
51		Howcastle: Northeast room on the first floor, use the ultimate key to access a chest.
52		Arkbolt: Take the southeast stairs from the roof and use the ultimate key on the left gate to access a pot.
53		Underwater cave northwest of Sunken Ship: Next to an old man.
54		Underwater Tunnel: Inside the northern chest.
55		Slimopolis: Northwest corner of the main floor, inside a dresser.
56		Slimopolis: In the slimes only area inside Hammer's house, check both pots in the northeast corner.
57		Slimopolis: In the slimes only area inside Hammer's house, check both pots in the northeast corner.
58		Château de Sass: Lower level, in the northeast corner, inside a dresser.
59		Poseidon's Palace: Side room to right of Poseidon's throne, use the ultimate key to access—the party will take damage unless you have the Safe Passage spell.
60		Poseidon's Palace: Bedroom to the left of the throne, inside a dresser.
61		Seabed Shrine: West side of the first floor, inside a chest.
62		Seabed Shrine: After pressing the first switch and lowering the water, enter the room and find the medal lying on ground in the northeast corner.
63		Sorceria: Eastern building, upstairs, inside a pot.
64		Sorceria: Middle of town, below the armour shop, inside a barrel.
65		West continent: Enter the inn on the southwest side and check the barrel in the northwest corner.
66		Mt. Snowhere: Basement of the northeast house, inside a dresser.

67		Everfrost Grotto: Eastern area of the lower level, inside a chest.
68		Turnscote: Northwest corner of town, inside an armoire.
69		Turnscote: Use the west side entrance to the bar to get to the barrel.
70		Cryptic Catacombs: From the beginning: go north, east, and south to find chest.
71		Cryptic Catacombs: East side of the second floor, inside a chest.
72		Cryptic Catacombs: Southeast side of the third floor, inside a chest.
73		House south of mountain pass (Real World): Inside a dresser.
74		Mountain Pass (Real World): Drop off the cliff with the gravestones to access a chest from above.
75		Mountain Pass (Real World): Drop off the far right cliff and enter the cave to find a chest.
76		Weaver's Peak (real world): West of Mayor Spindell's house, inside a pot.
77		Felonia: Northwest corner, next to water, northeast of the tavern.
78		Felonia: Enter a well to find the Gandino gang's hideout, then check the barrel on the left for a medal.
79		Felonia: Basement of Gandino house, inside a barrel.
80		Felonia Castle: Northwest corner of the castle, on the floor above Queen Mother's room. Look inside the barrel.
81		Felonia Castle: Castle dungeon, in the left cell.
82		Felonia Castle: Use the stairs behind the throne to access the courtyard.
83		Castle Graceskull: Third floor, inside the right armoire.
84		Castle Graceskull: Return to the castle and use golden pickaxe on the secret staircase, open the middle chest for a medal.
85		Cloudsgate Citadel: Right room on the first floor, inside a dresser.
86		Cloudsgate Citadel: Hidden behind the king's throne.
87		Pillar of Pegasus: Northwest room on the first floor—access from the stairs above.
88		Pillar of Pegasus: Walk along the right ledge on the third floor to access a hidden treasure room—look inside the right chest.
89		Undersea Treasure Chamber: Defeat the guards positioned to the left to access the chest.

90		Undersea Treasure Chamber: Defeat the guards positioned to the right to access the chest.
91		Desparia: Right room of the Inn, inside a pot.
92		Lotus Lagoon: From the northeast corner of the lagoon, walk southwest to find a set of stairs—the mini medal sits just inside.
93		Desparia: After returning with the tools, find the medal lying on the ground in front of the middle grave.
94		Greedmore Valley: Lying in the garden on the northwest side of town.
95		Gallows Moor: Gallows giant drops a mini medal after the fight.
96		Gallows Moor: After using the key to escape the cell, go down the north stairs and search the left pot for a medal.
97		Gallows Moor: Just inside the entrance to the bar, in a barrel.
98		Gallows Moor: Once outside the prison, use the northwest stairs to access a treasure room—the medal is inside the left chest.
99		Gallows Moor: Once outside the prison, climb up the northeast guard tower and search the roof for the medal.
100		Prison of Sorrow: Belleau drops a mini medal after the fight.
101		Mortamor's Dreadlair: Once inside the lair, take the first stairs down to find a chest.
102		Mortamor's Dreadlair: Make your way through the foggy floor to three chests. The medal is inside the left chest.
103		Fungeon: On the first level, inside the east chest.
104		Reaper's Peak: West of the hero's old house, inside a pot.
105		Reapers Peak: Inside the hero's old house in the northwest corner.
106		Fungeon part 2: In the damp cave level, search the eastern side to find the medal lying next to a skeleton.



MINI-GAMES
★
MINI-MEDALS

BESTIARY

NUMBER AND NAME OF MONSTER.

ACTIONS: Actions that this monster may take.

STATS: This includes maximum HP and MP, Attack, Defence, and Agility attributes. If a monster has Inf listed for MP, then it never runs out of MP.

EXP/GOLD: Experience and Gold rewarded for defeating the monster.

LOCATIONS: Some areas that you can find the monster.

38

DEADLY DODO



4 ACTIONS: attack, grab

5 ITEM DROP: chimaera wing (2.0)

LOCATIONS: Dream World: the Underkeep

ITEM/ITEM DROP CHANCE: The item that is dropped by or stolen from the monster. Next to the item (in parentheses) is the chance of that item being dropped. This is shown with a number that can range from 1 for the smallest chance for drop to 4 for 100% chance of drop.

HP	60
MP	0

ATT	54
DEF	45

AGI	26
EXP	66

GOLD	30
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COMMON MONSTERS

1

MOTTLE SLIME



ACTIONS: attack

ITEM DROP: medicinal herb (2.0)

LOCATIONS: Dream World: Weaver's Peak area (center & south), Haggleton area, mountain path, Somnia Castle area (center)

HP	5
MP	0

ATT	8
DEF	5

AGI	3
EXP	2

GOLD	1
------	---

2

FERALBALL



ACTIONS: attack

ITEM DROP: medicinal herb (3.0)

LOCATIONS: Dream World: Weaver's Peak area (center & south), mountain path, Haggleton area, small cottage east of Weaver's Peak area (west)

HP	6
MP	0

ATT	9
DEF	6

AGI	4
EXP	3

GOLD	2
------	---

3

SCARE ROOT



ACTIONS: attack, Sultry Dance

ITEM DROP: medicinal herb (3.0)

LOCATIONS: Dream World: Weaver's Peak area (center), mountain path, small cottage east of Weaver's Peak area (west)

HP	7
MP	0

ATT	11
DEF	7

AGI	5
EXP	4

GOLD	3
------	---

4

GHASTROPOD

**ACTIONS:** attack**ITEM DROP:** medicinal herb (3.0)**LOCATIONS:** Dream World: Weaver's Peak area (south), Haggleton area, mountain path, Gardsbane Tower, Somnia Castle area (center)

HP	7	ATT	13	AGI	2	GOLD	4
MP	0	DEF	9	EXP	5		

5

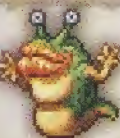
BATATOUILLE

**ACTIONS:** attack, Defend**ITEM DROP:** medicinal herb (3.5)**LOCATIONS:** Dream World: mountain path, Gardsbane Tower, underwater tunnel, Real World: Wellshire area, Somnia Castle area (northwest)

HP	8	ATT	15	AGI	8	GOLD	6
MP	0	DEF	10	EXP	7		

6

LIPS

**ACTIONS:** attack, Tongue Lashing**ITEM DROP:** holy water (2.0)**LOCATIONS:** Dream World: Weaver's Peak area (south), Haggleton area, Somnia Castle area (center), underwater tunnel

HP	11	ATT	12	AGI	4	GOLD	8
MP	0	DEF	12	EXP	8		

7

ORNERY ONION

**ACTIONS:** attack, medicinal herb**ITEM DROP:** medicinal herb (3.5)**LOCATIONS:** Dream World: Weaver's Peak area (south), Haggleton area, Somnia Castle area (center), Alltrades Abbey area, Aridea area

HP	9	ATT	19	AGI	5	GOLD	10
MP	0	DEF	14	EXP	9		

8

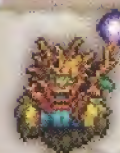
SLUGGER

**ACTIONS:** attack**ITEM DROP:** pretty betsy (0.5)**LOCATIONS:** Dream World: Haggleton area, Somnia Castle area (center & south), underwater tunnel, the Underkeep area (west)

HP	10	ATT	14	AGI	5	GOLD	9
MP	0	DEF	12	EXP	7		

9

STUMPKIN

**ACTIONS:** attack, Flee, Sap**ITEM DROP:** medicinal herb (2.5)**LOCATIONS:** Dream World: Gardsbane Tower, Real World: Wellshire area, Somnia Castle area (northwest)

HP	16	ATT	16	AGI	6	GOLD	12
MP	3	DEF	14	EXP	12		

8

BESTIARY

10

LEERY LOUT

**ACTIONS:** attack, Defend**ITEM DROP:** leather shield (2.0)**LOCATIONS:** Dream World: Haggleton area, Somnia Castle area (center & south), Real World: Wellshire area

HP	11
MP	0

ATT	18
DEF	36

AGI	6
EXP	14

GOLD	13
------	----

11

HAARDVARK

**ACTIONS:** attack, Muster Strength**ITEM DROP:** medicinal herb (2.5)**LOCATIONS:** Dream World: Somnia Castle area (south), Gardsbane Tower, underwater tunnel area (center), Real World: mountain path

HP	14
MP	0

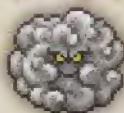
ATT	20
DEF	15

AGI	7
EXP	13

GOLD	14
------	----

12

CUMAULUS

**ACTIONS:** attack, Frizz**ITEM DROP:** holy water (2.0)**LOCATIONS:** Dream World: Gardsbane Tower, underwater tunnel area (center), northern cave, Alltrades Abbey area, underwater tunnel, Real World: Port Haven area (north)

HP	15
MP	3

ATT	21
DEF	18

AGI	8
EXP	15

GOLD	12
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13

BARKSMAN

**ACTIONS:** attack, shoot arrow**ITEM DROP:** leather hat (2.5)**LOCATIONS:** Dream World: Gardsbane Tower, underwater tunnel area (center), Alltrades Abbey area, the Underkeep area (north)

HP	17
MP	0

ATT	24
DEF	19

AGI	8
EXP	16

GOLD	14
------	----

14

BUBBLE SLIME

**ACTIONS:** attack, Poison Attack**ITEM DROP:** antidotal herb (3.5)**LOCATIONS:** Dream World: underwater tunnel area (center), Alltrades Abbey area, underwater tunnel, Real World: Port Haven area (north), Lucid Grotto, Turnscote area

HP	15
MP	0

ATT	28
DEF	12

AGI	7
EXP	19

GOLD	10
------	----

15

SLIME

**ACTIONS:** attack**ITEM DROP:** medicinal herb (3.0)**LOCATIONS:** Real World: Wellshire area, Port Haven area (north), Lucid Grotto, Somnia Castle area (northwest)

HP	9
MP	0

ATT	14
DEF	13

AGI	4
EXP	5

GOLD	3
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?

SPECIAL SLIME



ACTIONS: attack, calls for backup (slime), 8 fuse together to form king slime

ITEM DROP: slime armour (1.5)

LOCATIONS: Dream World: Slimopolis area (center), Real World: Felonia area (center & south), Weaver's Peak area (center)

HP	120	ATT	105	AGI	86	GOLD	21
MP	0	DEF	72	EXP	28		

16

CRESTED LOON



ACTIONS: attack, Defend

ITEM DROP: chimaera wing (2.5)

LOCATIONS: Dream World: underwater tunnel area (center), Alltrades Abbey area, the Underkeep area (north)

HP	18	ATT	28	AGI	12	GOLD	13
MP	0	DEF	24	EXP	18		

17

BUDDING SORCEROR



ACTIONS: attack, Snooze, medicinal herb

ITEM DROP: cypress stick (2.0)

LOCATIONS: Dream World: underwater tunnel area (center), Alltrades Abbey area, the Underkeep area (north), Aridea area, Real World: Weaver's Peak area (center)

HP	22	ATT	29	AGI	13	GOLD	16
MP	3	DEF	20	EXP	21		

18

GOBLIN PIXIE



ACTIONS: attack, Crack

ITEM DROP: cypress stick (2.0)

LOCATIONS: Dream World: Amor area (south), northern cave, Real World: Port Haven area (north), Lucid Grotto, Turnscote area

HP	20	ATT	27	AGI	15	GOLD	21
MP	3	DEF	22	EXP	22		

19

MAD MOLLUSK



ACTIONS: attack, Sweet Breath

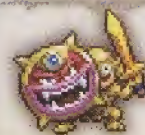
ITEM DROP: medicinal herb (2.5)

LOCATIONS: Dream World: Alltrades Abbey area, underwater tunnel, Aridea area

HP	22	ATT	29	AGI	12	GOLD	16
MP	0	DEF	22	EXP	18		

20

GUM SHIELD



ACTIONS: attack, Defend

ITEM DROP: scale shield (2.0)

LOCATIONS: Dream World: Amor area (south), Real World: Port Haven area (south & north), Lucid Grotto, Turnscote area

HP	20	ATT	35	AGI	14	GOLD	15
MP	0	DEF	48	EXP	25		

8

BESTIARY

21

SHE-SLIME

**ACTIONS:** attack**ITEM DROP:** holy water (2.5)**LOCATIONS:** Real World: Somnia Castle area (center), Amor area, Castle Swanstone area (north)

HP	12
MP	0

ATT	24
DEF	20

AGI	8
EXP	10

GOLD	7
------	---

22

BABYGOYLE

**ACTIONS:** attack, Sizz**ITEM DROP:** bamboo spear (2.0)**LOCATIONS:** Dream World: northern cave, Real World: Port Haven area (south & north), Lucid Grotto, Somnia Castle area (center)

HP	25
MP	8

ATT	34
DEF	33

AGI	16
EXP	28

GOLD	10
------	----

23

SLIME KNIGHT

**ACTIONS:** attack, flails weapon about, Heal**ITEM DROP:** copper sword (2.0)**LOCATIONS:** Dream World: Amor area (south), northern cave, Real World: Lucid Grotto

HP	28
MP	6

ATT	35
DEF	30

AGI	12
EXP	27

GOLD	16
------	----

24

RUFFLED GOON

**ACTIONS:** attack, Kasap**ITEM DROP:** medicinal herb (2.5)**LOCATIONS:** Dream World: Amor area (south), northern cave, Real World: Port Haven area (south), Lucid Grotto

HP	27
MP	8

ATT	28
DEF	31

AGI	7
EXP	22

GOLD	18
------	----

25

MUD MANNEQUIN

**ACTIONS:** attack, Weird Dance**ITEM DROP:** magic water (1.5)**LOCATIONS:** Dream World: northern cave, Real World: Port Haven area (south), Lucid Grotto, Amor area, Moonmirror Tower, Hallowed Hollow

HP	32
MP	0

ATT	26
DEF	23

AGI	4
EXP	25

GOLD	14
------	----

26

SILENCING RAM

**ACTIONS:** attack, Fizzle**ITEM DROP:** iron claw (1.5)**LOCATIONS:** Dream World: northern cave, the Underkeep, Real World: Somnia Castle area (center), Amor area, Moonmirror Tower

HP	44
MP	3

ATT	50
DEF	37

AGI	12
EXP	33

GOLD	15
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27

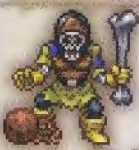
HELL HORNET

**ACTIONS:** attack, paralyze attack**ITEM DROP:** antidotal herb (2.0)**LOCATIONS:** Real World: Port Haven area (south), Lucid Grotto, Somnia Castle area (center), Amor area, Moonmirror Tower

HP	32	ATT	38	AGI	12	GOLD	20
MP	0	DEF	35	EXP	26		

28

DEAD RESIDENT

**ACTIONS:** attack, Leg Sweep**ITEM DROP:** oaken club (2.0)**LOCATIONS:** Dream World: northern cave, the Underkeep area (center), Real World: Somnia Castle area (center), Amor area, Moonmirror Tower

HP	41	ATT	50	AGI	15	GOLD	21
MP	0	DEF	36	EXP	21		

29

BLOOMING SORCEROR

**ACTIONS:** attack, Sizz**ITEM DROP:** iron staff (2.0)**LOCATIONS:** Dream World: northern cave, Real World: Moonmirror Tower

HP	30	ATT	38	AGI	17	GOLD	24
MP	9	DEF	33	EXP	22		

30

GUSTODIAN

**ACTIONS:** attack, Woosh, calls for backup (dead resident)**ITEM DROP:** plain clothes (2.0)**LOCATIONS:** Dream World: the Underkeep area (center), the Underkeep, Real World: Moonmirror Tower, Ghent area (center), Murdaw's Keep area

HP	40	ATT	45	AGI	25	GOLD	16
MP	8	DEF	31	EXP	24		

31

SHADOW

**ACTIONS:** attack, Cool Breath**ITEM DROP:** seed of resilience (1.0)**LOCATIONS:** Dream World: the Underkeep area (center), the Underkeep, Real World: Moonmirror Tower

HP	20	ATT	43	AGI	18	GOLD	12
MP	0	DEF	130	EXP	27		

32

CANNIBOX

**ACTIONS:** Whack, Drain Magic**ITEM DROP:** seed of agility (4.0)**LOCATIONS:** Real World: the Isle of Murdaw, Hallowed Hollow

HP	144	ATT	71	AGI	10	GOLD	96
MP	8	DEF	60	EXP	118		

33

GIANT MOTH

**ACTIONS:** attack, Wind Sickles**ITEM DROP:** poison moth knife (1.5)**LOCATIONS:** Dream World: the Underkeep area (center), the Underkeep, Real World: Moonmirror Tower, Destiny's Drop

HP	36	ATT	55	AGI	22	GOLD	9
MP	0	DEF	44	EXP	33		

34

LOATHSOME LEEK

**ACTIONS:** attack, Sweet Breath**ITEM DROP:** pointy hat (1.5)**LOCATIONS:** Dream World: the Underkeep area (center), Real World: Moonmirror Tower, Ghent area (center), Scrimpsley area (west)

HP	33	ATT	45	AGI	15	GOLD	19
MP	0	DEF	39	EXP	28		

35

ROTTEN COTTON

**ACTIONS:** attack, calls for backup (rotten cotton)**ITEM DROP:** bone stake (1.5)**LOCATIONS:** Dream World: northern cave, the Underkeep area (center), Real World: Moonmirror Tower, Murdaw's Keep area

HP	40	ATT	40	AGI	17	GOLD	9
MP	0	DEF	31	EXP	32		

36

TREE FELLER

**ACTIONS:** attack, Heal, Crack**ITEM DROP:** wayfarer's clothes (2.5)**LOCATIONS:** Real World: Ghent area (center), Murdaw's Keep area, Scrimpsley area (west), Weaver's Peak area

HP	32	ATT	43	AGI	21	GOLD	22
MP	9	DEF	50	EXP	39		

37

BURNING MAN

**ACTIONS:** attack, Fire Breath**ITEM DROP:** seed of life (1.0)**LOCATIONS:** Dream World: the Underkeep

HP	33	ATT	42	AGI	23	GOLD	26
MP	0	DEF	33	EXP	45		

38

DEADLY DODO

**ACTIONS:** attack, grab**ITEM DROP:** chimaera wing (2.0)**LOCATIONS:** Dream World: the Underkeep

HP	60	ATT	54	AGI	26	GOLD	30
MP	0	DEF	45	EXP	66		

39

GUAARDVARK

**ACTIONS:** attack**ITEM DROP:** seed of agility (1.0)**LOCATIONS:** Dream World: the Underkeep

HP	39	ATT	51	AGI	24	GOLD	36
MP	0	DEF	40	EXP	55		

40

WELL WISHER

**ACTIONS:** attack, fear shout, Focus Strength, Stone's Throw, grins maliciously**ITEM DROP:** trailblazing bandana (4.0)**LOCATIONS:** Real World: Madame Luca's

HP	184	ATT	71	AGI	10	GOLD	72
MP	0	DEF	50	EXP	162		

41

DAMSELFY

**ACTIONS:** attack, Dazzle**ITEM DROP:** silk robe (2.0)**LOCATIONS:** Dream World: the Underkeep, Real World: Ghent area (center), Murdaw's Keep area, Scrimley area (west), Destiny's Drop

HP	40	ATT	52	AGI	28	GOLD	32
MP	5	DEF	60	EXP	58		

42

HERMIT PIXIE

**ACTIONS:** attack, Kabuff, Swoosh**ITEM DROP:** iron staff (2.0)**LOCATIONS:** Dream World: the Underkeep, Real World: mountain path

HP	45	ATT	45	AGI	27	GOLD	32
MP	12	DEF	39	EXP	50		

43

FERALBEAST

**ACTIONS:** attack, blown away**ITEM DROP:** fur hood (2.5)**LOCATIONS:** Real World: Ghent area (center), Murdaw's Keep area, Scrimley area (west)

HP	72	ATT	54	AGI	20	GOLD	33
MP	0	DEF	40	EXP	45		

44

GRIM GRINNER

**ACTIONS:** attack, Defend**ITEM DROP:** medicinal herb (3.0)**LOCATIONS:** Dream World: Somnia well, the Underkeep, Real World: Ghent area (center), Murdaw's Keep area, the Isle of Murdaw, Scrimley area (west), mountain path

HP	50	ATT	48	AGI	16	GOLD	45
MP	0	DEF	42	EXP	60		

8

BESTIARY

45

MALEVOLAMP

**ACTIONS:** attack, calls for backup (hell niño)**ITEM DROP:** seed of resilience (1.0)**LOCATIONS:** Dream World: Clearvale, cave to Aridea, area, Real World: Ghent area (center), Murdaw's Keep area, the Isle of Murdaw, Hazy Heights

HP	44
MP	0

ATT	51
DEF	98

AGI	47
EXP	88

GOLD	33
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46

HELL NIÑO

**ACTIONS:** attack, Sizz, Fire Breath**ITEM DROP:** pretty betsy (0.5)**LOCATIONS:** Dream World: Clearvale, cave to Aridea, area, Real World: the Isle of Murdaw, Scrimley area (center), Hazy Heights

HP	41
MP	20

ATT	55
DEF	48

AGI	28
EXP	63

GOLD	20
------	----

47

HEALSLIME

**ACTIONS:** attack, Heal**ITEM DROP:** prayer ring (0.5)**LOCATIONS:** Dream World: Aridea area (center & east), Real World: Murdaw's Keep, Scrimley area (center), Arkbolt Castle area (west)

HP	38
MP	34

ATT	45
DEF	40

AGI	65
EXP	39

GOLD	21
------	----

48

WILD CARROT

**ACTIONS:** attack, Weird Dance**ITEM DROP:** antidotal herb (1.5)**LOCATIONS:** Real World: Scrimley area (center), Arkbolt Castle area (west), Dread Realm: Despairia area

HP	44
MP	0

ATT	62
DEF	34

AGI	28
EXP	57

GOLD	34
------	----

49

PORKER

**ACTIONS:** attack, flails weapon about**ITEM DROP:** seed of strength (1.0)**LOCATIONS:** Dream World: Aridea area (east), Real World: Scrimley area (center), Hazy Heights, Arkbolt Castle area (west)

HP	64
MP	0

ATT	81
DEF	42

AGI	48
EXP	78

GOLD	48
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50

GOODYBAG

**ACTIONS:** attack, Fizzle, Sizz, Kasap**ITEM DROP:** gold ring (2.0)**LOCATIONS:** Dream World: Real World: the Isle of Murdaw, Scrimley area (center), Arkbolt Castle area (center & west), Howcastle area

HP	72
MP	INF

ATT	49
DEF	80

AGI	60
EXP	60

GOLD	444
------	-----

51

WALKING CORPSE



ACTIONS: attack, Tongue Lashing, calls for backup (walking corpse), venomous vapor

ITEM DROP: rags (2.5)

LOCATIONS: Dream World: the Underkeep, Real World: the Isle of Murdaw, Scrimpsley area (center), Dread Realm: Despairia area

HP	72	ATT	59	AGI	2	GOLD	18
MP	0	DEF	2	EXP	80		

52

DEVIL GLASS



ACTIONS: attack, Dazzleflash, Morph

ITEM DROP: seed of magic (1.0)

LOCATIONS: Real World: Moonmirror Tower, Hallowed Hollow

HP	72	ATT	60	AGI	22	GOLD	42
MP	50	DEF	75	EXP	81		

53

THAUMATOBAT



ACTIONS: attack, Midheal, Snooze

ITEM DROP: bow tie (1.0)

LOCATIONS: Real World: the Isle of Murdaw, Scrimpsley area (center), Arkbolt Castle area (west)

HP	40	ATT	63	AGI	26	GOLD	33
MP	12	DEF	44	EXP	66		

54

MUDSLINGER



ACTIONS: attack, Whack

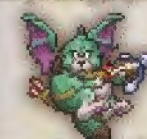
ITEM DROP: Yggdrasil leaf (1.5)

LOCATIONS: Dream World: the Isle of Murdaw, Arkbolt Castle area (center), Howcastle area (north)

HP	73	ATT	62	AGI	31	GOLD	22
MP	5	DEF	30	EXP	105		

55

SNIPING BARDSMAN



ACTIONS: attack, shoot arrow

ITEM DROP: hardwood headwear (1.5)

LOCATIONS: Real World: Hazy Heights, Arkbolt Castle area (center & north), Castle Swanstone area (northwest), Dread Realm: Despairia area

HP	69	ATT	77	AGI	60	GOLD	32
MP	0	DEF	40	EXP	86		

56

ANIMATED ARMOUR



ACTIONS: attack, Mercurial Thrust

ITEM DROP: holy water (1.5)

LOCATIONS: Real World: Ghent area, the Isle of Murdaw, cave to Aridea, Arkbolt Castle area (center), Howcastle area

HP	80	ATT	80	AGI	35	GOLD	33
MP	0	DEF	31	EXP	93		

8

BESTIARY

57

MIMIC

**ACTIONS:** attack, Frizzle, Thwack, Drain Magic**ITEM DROP:** seed of life (4.0)**LOCATIONS:** Real World: Seabed Shrine, the Pillar of Pegasus, Dread Realm: Greedmore Valley, Greedmore Mine, Mortamor's Dreadlair

HP	304
MP	10

ATT	115
DEF	99

AGI	40
EXP	180

GOLD	109
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58

ARRGHGOYLE

**ACTIONS:** attack, Sizzle, Kaclang**ITEM DROP:** stone axe (1.5)**LOCATIONS:** Dream World: the Underkeep, Real World: the Isle of Murdaw, Murdaw's Keep, Hazy Heights, Arkbolt Castle area (center), Wayfarer's Pass, Hallowed Hollow

HP	64
MP	18

ATT	83
DEF	110

AGI	44
EXP	98

GOLD	44
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59

PESKY JESTER

**ACTIONS:** attack, Falcon Slash**ITEM DROP:** chain sickle (2.0)**LOCATIONS:** Real World: Murdaw's Keep, Hazy Heights, Arkbolt Castle area (north), Howcastle area (north)

HP	60
MP	0

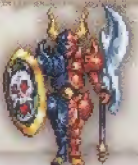
ATT	98
DEF	70

AGI	57
EXP	96

GOLD	38
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60

HARMOUR

**ACTIONS:** attack, calls for backup (healslime)**ITEM DROP:** iron armour (1.5)**LOCATIONS:** Dream World: Aridea area (center & east), Real World: Murdaw's Keep, Arkbolt Castle area (north), Wayfarer's Pass, Hallowed Hollow

HP	64
MP	0

ATT	103
DEF	120

AGI	43
EXP	129

GOLD	54
------	----

61

CLOUD SURFER

**ACTIONS:** attack, Wind Sickles, stomp on party member**ITEM DROP:** cloak of evasion (1.5)**LOCATIONS:** Real World: Hazy Heights, Arkbolt Castle area (north), Howcastle area (north), Destiny's Drop, Castle Swanstone area (north east)

HP	120
MP	0

ATT	95
DEF	50

AGI	63
EXP	192

GOLD	69
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62

SKULLRIDER

**ACTIONS:** attack, Leg Sweep, Flame Slash**ITEM DROP:** bone stake (2.0)**LOCATIONS:** Dream World: well south of Alltrades Abbey, area (southwest), Real World: Arkbolt Castle area (north), mountain path

HP	66
MP	0

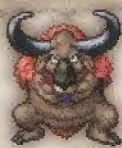
ATT	88
DEF	63

AGI	61
EXP	114

GOLD	49
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63

SLUMBERING RAM

**ACTIONS:** attack, Snooze, Kasnooze**ITEM DROP:** moonwort bulb (2.0)**LOCATIONS:** Dream World: well south of Alltrades Abbey, area (southwest), Real World: Murdaw's Keep, Hazy Heights, Arkbolt Castle area (north), Hallowed Hollow

HP 104

MP 13

ATT 95

DEF 78

AGI 47

EXP 102

GOLD 36

64

UNDENTURED SERVANT

**ACTIONS:** attack**ITEM DROP:** oaken club (2.0)**LOCATIONS:** Dream World: cave to Aridea, Aridea area (center), Isle o' Smiles area, Real World: Ghent area (center), Murdaw's Keep area, the Isle of Murdaw, Murdaw's Keep, Hazy Heights, Wayfarer's Pass, Hallowed Hollow

HP 61

MP 0

ATT 75

DEF 43

AGI 35

EXP 87

GOLD 24

65

SLUGGERNAUT

**ACTIONS:** attack, Flee, Sultry Dance, Weird Dance**ITEM DROP:** dancer's costume (2.5)**LOCATIONS:** Dream World: Aridea area (center & east), Isle o' Smiles area (center), Real World: Arkbolt Castle area (north), Bonus dungeon: Fungeon

HP 64

MP 0

ATT 71

DEF 40

AGI 50

EXP 97

GOLD 62

66

BIGUANA

**ACTIONS:** attack, Burning Breath**ITEM DROP:** moonwort bulb (2.5)**LOCATIONS:** Dream World: Aridea area (east), Clearvale, cave to Aridea, area, Real World: Wayfarer's Pass

HP 68

MP 0

ATT 90

DEF 55

AGI 58

EXP 108

GOLD 38

67

SORCEROR

**ACTIONS:** attack, Frizzle, Oomph, calls for backup (animated armour)**ITEM DROP:** seed of magic (1.0)**LOCATIONS:** Dream World: Aridea area (east), Real World: Ghent area (center), Murdaw's Keep area, Murdaw's Keep, Dullerton area

HP 96

MP 30

ATT 72

DEF 80

AGI 58

EXP 126

GOLD 92

68

SCORCHING MAN

**ACTIONS:** attack, Fire Breath, Flame Breath**ITEM DROP:** seed of wisdom (1.0)**LOCATIONS:** Dream World: Aridea area (center), Isle o' Smiles area (center), the Spiegelspire area (center), Real World: Murdaw's Keep, Howcastle area

HP 88

MP 0

ATT 70

DEF 59

AGI 55

EXP 132

GOLD 63

8

BESTIARY

69

METAL SLIME

**ACTIONS:** attack, Flee, Frizz**ITEM DROP:** boomerang (1.5)**LOCATIONS:** Dream World: northern cave, the Underkeep, Aridea area (center), The Spiegelspire, Real World: Lucid Grotto, the Isle of Murdaw, Hallowed Hollow

HP	5	ATT	39	AGI	115	GOLD	75
MP	12	DEF	999	EXP	1350		

?

SPECIAL METAL SLIME

**ACTIONS:** attack, Flee, calls for backup (metal slime), 8 fuse together to form metal king slime**ITEM DROP:** slime helmet (2.0)**LOCATIONS:** Dread Realm: Mortamor's Dreadlair

HP	8	ATT	90	AGI	250	GOLD	20
MP	0	DEF	999	EXP	1015		

70

TOXIC TURNIP

**ACTIONS:** attack, Poison Breath**ITEM DROP:** antidotal herb (2.0)**LOCATIONS:** Dream World: Aridea area (center & east), Clearvale area, Isle o' Smiles area (center), Real World: Wayfarer's Pass, mountain path, Weaver's Peak area

HP	73	ATT	81	AGI	57	GOLD	33
MP	0	DEF	40	EXP	94		

71

PRICKLY PRANKSTER

**ACTIONS:** attack, Gust Slash**ITEM DROP:** pink pearl (1.5)**LOCATIONS:** Dream World: cave to Aridea, Clearvale area (west), Real World: Murdaw's Keep, mountain path

HP	76	ATT	85	AGI	41	GOLD	78
MP	0	DEF	82	EXP	132		

72

URNEXPECTED

**ACTIONS:** attack, Kasnooze, Whack, Absorb Magic**ITEM DROP:** Amor seco essence (2.5)**LOCATIONS:** Dream World: well south of Alltrades Abbey, area (south), Alltrades Abbey, Real World: Murdaw's Keep

HP	200	ATT	118	AGI	90	GOLD	162
MP	7	DEF	135	EXP	204		

73

EWWNICORN

**ACTIONS:** attack, Flee, Heal, Shove**ITEM DROP:** seed of wisdom (1.0)**LOCATIONS:** Dream World: well south of Alltrades Abbey, area (center & southwest), Real World: Howcastle area (south), Hallowed Hollow

HP	128	ATT	87	AGI	64	GOLD	54
MP	9	DEF	60	EXP	144		

74

LESSER DEMON



ACTIONS: attack, Kasap, Spooky Aura

HP	116	ATT	75	AGI	57	GOLD	46
MP	4	DEF	52	EXP	138		

ITEM DROP: iron claw (2.5)

LOCATIONS: Dream World: well south of Alltrades Abbey, area (southwest), Clearvale area, cave to Aridea, Real World: the Isle of Murdaw, Howcastle area

75

GUSTBLUSTER



ACTIONS: attack, Swoosh

HP	125	ATT	92	AGI	86	GOLD	68
MP	8	DEF	102	EXP	108		

ITEM DROP: Hermes' hat (1.5)

LOCATIONS: Dream World: Clearvale, cave to Aridea, area, Clearvale area (west), Real World: Howcastle area (south), Destiny's Drop

76

WAYWARD ARMOUR



ACTIONS: attack, Body Slam

ITEM DROP: scale shield (2.0)

HP	128	ATT	95	AGI	81	GOLD	50
MP	0	DEF	62	EXP	115		

LOCATIONS: Dream World: Suite Dreams area (center & west), Real World: Hallowed Hollow, Clearvale area (center)

77

STINKERBELL



ACTIONS: attack, Sizzle, Buff, lightning staff

ITEM DROP: seed of wisdom (1.0)

HP	104	ATT	85	AGI	83	GOLD	55
MP	16	DEF	58	EXP	117		

LOCATIONS: Dream World: Clearvale, cave to Aridea, area, Real World: Howcastle area (south), Hallowed Hollow

78

VENOM WASP



ACTIONS: attack, Poison Attack

ITEM DROP: moonwort bulb (2.5)

HP	88	ATT	93	AGI	87	GOLD	72
MP	0	DEF	80	EXP	96		

LOCATIONS: Dream World: Alltrades Abbey, Real World: Clearvale area (west), Destiny's Drop, Dread Realm: Despairia area

79

FLYTHON



ACTIONS: attack, tail whip, fang bite

ITEM DROP: steel fangs (1.5)

HP	118	ATT	105	AGI	91	GOLD	56
MP	0	DEF	58	EXP	162		

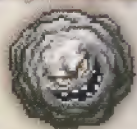
LOCATIONS: Dream World: Alltrades Abbey, Real World: Clearvale area (center & west), Destiny's Drop

8

BESTIARY

80

ROCKBOMB

**ACTIONS:** Kamikazee, insane attack**ITEM DROP:** kamikazee bracer (1.0)**LOCATIONS:** Dream World: Clearvale area (west), Alltrades Abbey, Real World: Clearvale area (west), Destiny's Drop

HP	240
MP	20

ATT	99
DEF	150

AGI	50
EXP	144

GOLD	15
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81

GASBAGON

**ACTIONS:** attack, Flame Breath, smother party member, blown away**ITEM DROP:** Amor seco essence (1.5)**LOCATIONS:** Dream World: the Spiegelspire, Real World: Destiny's Drop, Castle Swanstone area (center & south), Pescado area (east)

HP	184
MP	0

ATT	120
DEF	64

AGI	88
EXP	170

GOLD	63
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82

DEMONRIDER

**ACTIONS:** attack, attack twice, Multislice**ITEM DROP:** bone stake (2.0)**LOCATIONS:** Dream World: the Spiegelspire, Real World: Castle Swanstone area (center & south), Pescado area (east)

HP	160
MP	0

ATT	115
DEF	75

AGI	87
EXP	156

GOLD	51
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83

BRIMSTONE BULB

**ACTIONS:** attack, Sweet Breath, Kasap**ITEM DROP:** boomerang (1.5)**LOCATIONS:** Real World: Destiny's Drop, mountain path, Dread Realm: Despairia area

HP	128
MP	5

ATT	95
DEF	57

AGI	92
EXP	96

GOLD	36
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84

METAL SLIME KNIGHT

**ACTIONS:** attack, Flee, Double-Edged Slash, Heal**ITEM DROP:** steel broadsword (2.0)**LOCATIONS:** Dream World: Slimopolis area (center), Real World: Clearvale area (center & west), Destiny's Drop, Dead Realm: Despairia area

HP	144
MP	8

ATT	103
DEF	115

AGI	90
EXP	150

GOLD	72
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85

MUDDY HAND

**ACTIONS:** attack, calls for backup (muddy hand)**ITEM DROP:** seed of agility (1.0)**LOCATIONS:** Real World: Clearvale area (center), Destiny's Drop

HP	104
MP	0

ATT	87
DEF	63

AGI	94
EXP	75

GOLD	60
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86

BATTERING RAM

**ACTIONS:** attack, Fizzle, horn attack**ITEM DROP:** staff of antimagic (1.0)**LOCATIONS:** Dream World: well south of Alltrades Abbey, area (south), Alltrades Abbey, Real World: Castle Swanstone area (south), Cryptic Catacombs

HP 188

MP 6

ATT 145

DEF 67

AGI 91

EXP 204

GOLD 57

87

DARKGOYLE

**ACTIONS:** attack, Frizzle, Bang**ITEM DROP:** bamboo spear (2.0)**LOCATIONS:** Dream World: well south of Alltrades Abbey area (south), well south of Alltrades Abbey, Suite Dreams area (center & west)

HP 128

MP 15

ATT 130

DEF 72

AGI 90

EXP 135

GOLD 75

88

ARISTOBAT

**ACTIONS:** attack, Paralysis Attack, Midheal, Dazzle**ITEM DROP:** moonwort bulb (2.5)**LOCATIONS:** Dream World: Clearvale area (west), Suite Dreams area, Real World: Weaver's Peak area (center), Dread Realm: Despairia area

HP 113

MP 10

ATT 89

DEF 130

AGI 84

EXP 99

GOLD 82

89

FUDDLEGUANA

**ACTIONS:** attack, Fuddle**ITEM DROP:** lucida shard (1.0)**LOCATIONS:** Dream World: well south of Amor, Suite Dreams area, the Spiegelspire, Real World: Castle Swanstone area (center), mountain path, Dread Realm: Despairia area

HP 106

MP 10

ATT 108

DEF 69

AGI 75

EXP 141

GOLD 64

90

HELLSTALKER

**ACTIONS:** attack, Lightning, Sultry Dance**ITEM DROP:** cloak of evasion (1.5)**LOCATIONS:** Dream World: well south of Alltrades Abbey, area (south), well south of Amor, Alltrades Abbey area, Wayfarer's Pass, the Spiegelspire

HP 133

MP 0

ATT 123

DEF 97

AGI 88

EXP 164

GOLD 100

91

DREAMAERA

**ACTIONS:** attack, Midheal, Cool Breath**ITEM DROP:** chimaera wing (2.5)**LOCATIONS:** Dream World: small cottage east of Weaver's Peak area (center), The Spiegelspire, Real World: Castle Swanstone area (center & south)

HP 98

MP 17

ATT 103

DEF 73

AGI 94

EXP 123

GOLD 78

8

BESTIARY

92

SHELL SLIME



ACTIONS: attack, Defend, Snooze, Crack, calls for backup (healslime)

ITEM DROP: seed of resilience (1.0)

LOCATIONS: Dream World: the Spiegelspire, Real World: Castle Swanstone area (south), Pescado area (east & west)

HP	99
MP	6

ATT	82
DEF	160

AGI	72
EXP	82

GOLD	42
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93

YAWNOCEROS



ACTIONS: attack, fang bite

ITEM DROP: iron cuirass (2.0)

LOCATIONS: Dream World: well south of Alltrades Abbey, the Spiegelspire, Real World: Castle Swanstone area (center & south)

HP	200
MP	0

ATT	133
DEF	78

AGI	67
EXP	186

GOLD	74
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94

DIETHON



ACTIONS: attack, Poison Attack, Venom Mist, tail whip

ITEM DROP: steel fangs (1.5)

LOCATIONS: Dream World: the Spiegelspire, well south of Alltrades Abbey, well south of Amor, (south), Real World: Wayfarer's Pass

HP	144
MP	0

ATT	129
DEF	72

AGI	88
EXP	172

GOLD	21
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95

MOTTLE SHE-SLIME



ACTIONS: attack, Flee, Follow Suit, assess the situation

ITEM DROP: Amor seco essence (2.5)

LOCATIONS: Real World: Turnscote area (south), Dread Realm: Despairia area

HP	80
MP	0

ATT	108
DEF	74

AGI	89
EXP	75

GOLD	58
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96

SCAREWELL



ACTIONS: attack, Muster Strength, fear shout, Stone's Throw

ITEM DROP: trailblazing bandana (2.5)

LOCATIONS: Dream World: well south of Amor, Real World: shrine southwest of Howcastle, underwater tunnel, Felonia well

HP	400
MP	0

ATT	150
DEF	120

AGI	90
EXP	285

GOLD	81
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97

AXESAURUS



ACTIONS: attack, Hatchet Man, Flame Breath

ITEM DROP: battle-axe (1.5)

LOCATIONS: Real World: Turnscote area (south)

HP	296
MP	0

ATT	110
DEF	100

AGI	80
EXP	300

GOLD	90
------	----

98

JUMPING JACKAL

**ACTIONS:** attack, claw slash, Thin Air**ITEM DROP:** iron claw (2.0)**LOCATIONS:** Dream World: well south of Alltrades Abbey, area (south), well south of Alltrades Abbey, the Spiegelspire, Real World: Wayfarer's Pass, Mt. Snowhere area (southwest), Cryptic Catacombs

HP	168	ATT	147	AGI	92	GOLD	93
MP	0	DEF	78	EXP	192		

99

HOCUS DREAMAERA

**ACTIONS:** attack, Heal, Midheal, Sizzle, Snooze**ITEM DROP:** chimaera wing (2.5)**LOCATIONS:** Dream World: well south of Alltrades Abbey

HP	144	ATT	123	AGI	97	GOLD	51
MP	50	DEF	80	EXP	152		

100

FRIGHTURN

**ACTIONS:** attack, attack twice, Midheal, Absorb Magic, Whack, insane attack**ITEM DROP:** seed of resilience (4.0)**LOCATIONS:** Real World: Felonia Castle, the Pillar of Pegasus

HP	504	ATT	160	AGI	91	GOLD	189
MP	10	DEF	300	EXP	540		

101

HAUNTED MIRROR

**ACTIONS:** attack, Frizzle, Morph, Dazzleflash**ITEM DROP:** seed of life (1.0)**LOCATIONS:** Dream World: the Spiegelspire, Slimopolis area (center), Real World: Mt. Snowhere area (center & southwest), Seabed Shrine, Cryptic Catacombs

HP	200	ATT	114	AGI	92	GOLD	60
MP	30	DEF	180	EXP	258		

102

SINISCULPTURE

**ACTIONS:** attack, Burning Breath**ITEM DROP:** stone axe (1.5)**LOCATIONS:** Real World: Mt. Snowhere area (southwest), Seabed Shrine, Castle Graceskull area (center), Cryptic Catacombs

HP	184	ATT	145	AGI	90	GOLD	52
MP	0	DEF	135	EXP	260		

103

BLOODY HAND

**ACTIONS:** attack, calls for backup (troll or bloody hand)**ITEM DROP:** pretty betsy (1.0)**LOCATIONS:** Dream World: small cottage east of Weaver's Peak area (center), Real World: Pescado area (east), underwater tunnel, Turnscote area

HP	120	ATT	112	AGI	96	GOLD	44
MP	0	DEF	88	EXP	99		

8

BESTIARY

104 CHOMPOCEROS



ACTIONS: attack, Sandstorm, fear shout

ITEM DROP: fur cape (2.0)

LOCATIONS: Real World: Pescado area (east), Mt. Snowhere area (southwest), Castle Graceskull area (center), Felonia area

HP	144	ATT	113	AGI	86	GOLD	116
MP	0	DEF	70	EXP	208		

105 TROLL



ACTIONS: attack, Desparate Attack, Shove

ITEM DROP: oaken club (2.0)

LOCATIONS: Dream World: well south of Alltrades Abbey, small cottage east of Weaver's Peak area (center), Real World: Pescado area (east), Cryptic Catacombs

HP	280	ATT	160	AGI	55	GOLD	66
MP	0	DEF	64	EXP	258		

106 KING SLIME



ACTIONS: attack, Midheal, Zing, closes up wagon, smother party member

ITEM DROP: restless heart (1.5)

LOCATIONS: Dream World: small cottage east of Weaver's Peak area (center), Slimopolis area, Real World: Pescado area (east), Turnscote area

HP	212	ATT	135	AGI	85	GOLD	138
MP	35	DEF	78	EXP	240		

107 NOBLE GASBAGON



ACTIONS: attack, Flame Breath, smother party member

ITEM DROP: iron cuirass (2.0)

LOCATIONS: Real World: Mt. Snowhere area (center), Turnscote area (south)

HP	240	ATT	143	AGI	91	GOLD	76
MP	0	DEF	90	EXP	259		

108 CUTTERFLY



ACTIONS: attack, Flee, Kasap, Fuddle Dance

ITEM DROP: seed of magic (1.0)

LOCATIONS: Real World: Mt. Snowhere area (center & southwest), islands north of Château de Sass, Castle Graceskull area (center), Cryptic Catacombs

HP	152	ATT	122	AGI	98	GOLD	118
MP	8	DEF	77	EXP	183		

109 GRYPHON



ACTIONS: attack, Fizzle, grab, Bazoom

ITEM DROP: staff of antimagic (1.5)

LOCATIONS: Real World: Everfrost Grotto, Seabed Shrine, islands north of Château de Sass, Cryptic Catacombs, Dullerton area

HP	200	ATT	146	AGI	88	GOLD	25
MP	13	DEF	83	EXP	278		

110 MALEVOLANTERN



ACTIONS: attack, calls for backup (low djinks), Buff, Sap, grins maliciously

HP	120	ATT	122	AGI	95	GOLD	57
MP	18	DEF	210	EXP	175		

ITEM DROP: seed of resilience (1.0)

LOCATIONS: Real World: shrine west of Amor area (center), Mt. Snowhere area (center), Everfrost Grotto, Dullerton area

111 LOW DJINKS



ACTIONS: attack, Wind Sickles, Swoosh

HP	304	ATT	150	AGI	68	GOLD	69
MP	14	DEF	94	EXP	300		

ITEM DROP: seed of strength (1.0)

LOCATIONS: Real World: shrine west of Amor area (center), Mt. Snowhere area (center), Everfrost Grotto, Dullerton area (north)

112 CURESLIME



ACTIONS: attack, Fullheal, Drain Magic

HP	136	ATT	107	AGI	120	GOLD	51
MP	28	DEF	72	EXP	144		

ITEM DROP: magic water (1.5)

LOCATIONS: Dream World: small cottage east of Weaver's Peak area (center), Real World: Mt. Snowhere area (center & southwest), Everfrost Grotto, Cryptic Catacombs, Bonus dungeon: Fungeon

113 INFERNAL PANE



ACTIONS: attack, Morph

HP	408	ATT	115	AGI	150	GOLD	156
MP	30	DEF	188	EXP	696		

ITEM DROP: silver cuirass (1.5)

LOCATIONS: Dread Realm: Prison of Sorrow area (west), Mortamor's Dreadlair, Bonus dungeon: Fungeon

114 NE'ER-DO-WELL



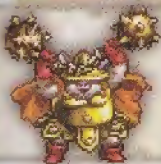
ACTIONS: attack, lightning staff, dark haze

HP	536	ATT	180	AGI	84	GOLD	42
MP	0	DEF	150	EXP	1620		

ITEM DROP: bunny ears (4.0)

LOCATIONS: Real World: the Pillar of Pegasus

115 BOARKER



ACTIONS: attack, Desperate Attack, flails weapon about

HP	200	ATT	137	AGI	83	GOLD	78
MP	0	DEF	90	EXP	252		

ITEM DROP: chain sickle (2.0)

LOCATIONS: Real World: shrine west of Amor area (center), islands north of Château de Sass, Cryptic Catacombs

116 DRACKAL



ACTIONS: attack, fang bite

ITEM DROP: steel fangs (2.0)

LOCATIONS: Real World: underwater tunnel, shrine west of Amor area (center), Everfrost Grotto

HP	200	ATT	157	AGI	92	GOLD	88
MP	0	DEF	87	EXP	285		

117 MAGIC MARIONETTE



ACTIONS: attack, Weird Dance

ITEM DROP: cypress stick (1.5)

LOCATIONS: Dream World: well south of Alltrades Abbey, Real World: shrine west of Amor area (center), Everfrost Grotto, Cryptic Catacombs, Dullerton area

HP	128	ATT	112	AGI	104	GOLD	82
MP	0	DEF	94	EXP	195		

118 TYRANTOSAURUS



ACTIONS: attack, Desperate Attack, stomp on party member

ITEM DROP: battle-axe (2.0)

LOCATIONS: Dream World: Slimopolis area (center), Real World: shrine west of Amor area (center), Cryptic Catacombs

HP	248	ATT	180	AGI	96	GOLD	108
MP	0	DEF	90	EXP	372		

119 FREEZING FOG



ACTIONS: attack, Cool Breath, Chilly Breath

ITEM DROP: icicle dirk (1.5)

LOCATIONS: Dream World: Slimopolis area (center), Real World: underwater tunnel, shrine west of Amor area (center), Everfrost Grotto, Cryptic Catacombs, Pillar of Pegasus

HP	132	ATT	125	AGI	95	GOLD	51
MP	0	DEF	94	EXP	192		

120 CORPSE CORPORAL



ACTIONS: attack, Tongue Bashing, Spooky Aura

ITEM DROP: seed of life (1.0)

LOCATIONS: Real World: Mt. Snowhere area (center & southwest), islands north of Château de Sass, Castle Graceskull area (center), Cryptic Catacombs, Felonia area, Pillar of Pegasus

HP	160	ATT	127	AGI	54	GOLD	38
MP	0	DEF	72	EXP	204		

121 HIRSUTE HEXER



ACTIONS: attack, Kazing, Kasizzle, Fizzle, lightning staff

ITEM DROP: prayer ring (1.5)

LOCATIONS: Real World: the Pillar of Pegasus, Dread Realm: Greedmore Valley area

HP	304	ATT	159	AGI	104	GOLD	255
MP	80	DEF	145	EXP	510		

122 MOTTLE MENDSLIME



ACTIONS: attack, Defend, assess the situation, Multiheal

ITEM DROP: slime armour (1.5)

LOCATIONS: Real World: the Pillar of Pegasus

HP	144	ATT	123	AGI	92	GOLD	96
MP	20	DEF	73	EXP	112		

123 SPLUTTERFLY



ACTIONS: attack, Boom, Kabuff, Magic Barrier

ITEM DROP: bunny suit (2.0)

LOCATIONS: Real World: Felonia area (center & south), the Pillar of Pegasus area (center), the Pillar of Pegasus, Dread Realm: Prison of Sorrow area (east)

HP	144	ATT	132	AGI	101	GOLD	115
MP	35	DEF	83	EXP	198		

124 BOMBOULDER



ACTIONS: attack, Kerplunk, grins maliciously

ITEM DROP: Kerplunk bracer (1.0)

LOCATIONS: Real World: Felonia area (center & south), mountain path, the Pillar of Pegasus area (center), Dread Realm: Greedmore Mine

HP	240	ATT	143	AGI	82	GOLD	84
MP	63	DEF	153	EXP	302		

125 BOSS TROLL



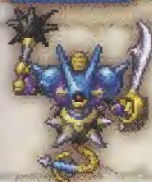
ACTIONS: attack, Desparate Attack, Shove

ITEM DROP: seed of strength (1.0)

LOCATIONS: Real World: the Pillar of Pegasus, Weaver's Peak

HP	256	ATT	185	AGI	74	GOLD	96
MP	0	DEF	83	EXP	372		

126 OVERKILLING MACHINE



ACTIONS: attack, attack twice, violent slashing attack, shoot arrow, flails weapon about

ITEM DROP: falcon blade (1.0)

LOCATIONS: Real World: the Pillar of Pegasus, Dread Realm: Greedmore Valley area

HP	200	ATT	162	AGI	94	GOLD	87
MP	0	DEF	185	EXP	420		

127 KILLER MOTH



ACTIONS: attack, Paralysis Attack, Dazzleflash

ITEM DROP: moonwort bulb (2.0)

LOCATIONS: Real World: the Pillar of Pegasus, Dread Realm: Greedmore Valley area

HP	184	ATT	141	AGI	101	GOLD	105
MP	0	DEF	80	EXP	324		

128

SCYTHEBORG

**ACTIONS:** attack, Frenzy, laughs flipantly**ITEM DROP:** boxer shorts (1.5)**LOCATIONS:** Dread Realm: Prison of Sorrow area (east & west), Greedmore Mine

HP	216	ATT	200	AGI	88	GOLD	55
MP	0	DEF	110	EXP	396		

129

DRASTIC DRACKAL

**ACTIONS:** attack, Chilly Breath, fang bite**ITEM DROP:** fur cape (2.0)**LOCATIONS:** Real World: the Pillar of Pegasus, Dread Realm: Greedmore Valley area

HP	240	ATT	185	AGI	109	GOLD	82
MP	0	DEF	90	EXP	308		

130

MARROW ESCAPEE

**ACTIONS:** attack, attack twice, Leg Sweep, Fizzle**ITEM DROP:** tortoise shell (2.0)**LOCATIONS:** Dread Realm: Greedmore Valley area, Prison of Sorrow area (east), Greedmore Mine

HP	184	ATT	167	AGI	86	GOLD	32
MP	8	DEF	80	EXP	339		

131

TIGER JACKAL

**ACTIONS:** attack, Heave-Ho, Cop Out, claw slash**ITEM DROP:** fire claw (1.5)**LOCATIONS:** Dread Realm: Greedmore Valley area

HP	192	ATT	188	AGI	102	GOLD	120
MP	0	DEF	88	EXP	348		

132

KING CURESLIME

**ACTIONS:** attack, assess situation, Drain Magic, Omniheal**ITEM DROP:** slime helmet (2.0)**LOCATIONS:** Bonus dungeon: Fungeon

HP	192	ATT	143	AGI	88	GOLD	134
MP	120	DEF	92	EXP	416		

133

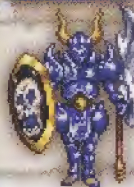
MYTHSTEED

**ACTIONS:** attack, Wind Sickles, horn attack**ITEM DROP:** seed of wisdom (1.0)**LOCATIONS:** Real World: the Pillar of Pegasus

HP	208	ATT	155	AGI	115	GOLD	111
MP	0	DEF	110	EXP	372		

134

BAD KARMOUR



ACTIONS: attack, Lightning Slash, power shield

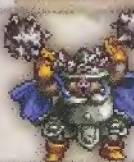
ITEM DROP: magic shield (1.5)

LOCATIONS: Real World: Weaver's Peak, Dread Realm: Greedmore Mine, cave under lake

HP	224	ATT	180	AGI	99	GOLD	118
MP	0	DEF	138	EXP	374		

135

BERZORKER



ACTIONS: attack, Harvest Moon, Double Up, flails weapon about

ITEM DROP: silver mail (1.5)

LOCATIONS: Real World: Weaver's Peak, Dread Realm: Prison of Sorrow area (east)

HP	200	ATT	164	AGI	102	GOLD	134
MP	0	DEF	90	EXP	319		

136

LIQUID METAL SLIME



ACTIONS: attack, Flee, Sizz

ITEM DROP: happy hat (1.0)

LOCATIONS: Real World: shrine west of Amor area (center), Felonia area (south), Pillar of Pegasus, Dread Realm: Greedmore Mine, Prison of Sorrow area (east), Mortamor's Dreadlair

HP	6	ATT	53	AGI	500	GOLD	10
MP	INF	DEF	999	EXP	10050		

137

WAR GRYPHON



ACTIONS: attack, Bazoom, Swoosh

ITEM DROP: temper shield (1.0)

LOCATIONS: Dread Realm: Prison of Sorrow area (east & west)

HP	224	ATT	215	AGI	132	GOLD	128
MP	12	DEF	90	EXP	367		

138

HOPPING HELLFIRE



ACTIONS: attack, Inferno

ITEM DROP: flame armour (1.0)

LOCATIONS: Dread Realm: Prison of Sorrow area (east), Greedmore Mine

HP	176	ATT	186	AGI	115	GOLD	103
MP	0	DEF	80	EXP	390		

139

KISSER



ACTIONS: attack, Sweet Breath, Tongue Lashing

ITEM DROP: seed of agility (1.0)

LOCATIONS: Dread Realm: Greedmore Mine, cave under lake

HP	160	ATT	128	AGI	100	GOLD	72
MP	0	DEF	91	EXP	273		

8

BESTIARY

140

WRAITHWAND

**ACTIONS:** attack, Kasap, Chilly Breath**ITEM DROP:** magical skirt (1.5)**LOCATIONS:** Dread Realm: Prison of Sorrow area (west), cave under lake

HP	200
MP	12

ATT	175
DEF	182

AGI	140
EXP	378

GOLD	63
------	----

141

CZARGOYLE

**ACTIONS:** attack, calls for backup (czargoyle), Frizzle**ITEM DROP:** rags (1.5)**LOCATIONS:** Dread Realm: cave under lake

HP	200
MP	20

ATT	157
DEF	90

AGI	120
EXP	300

GOLD	62
------	----

142

SLUGGERSLAUGHT

**ACTIONS:** attack, Follow Suit, Sultry Dance**ITEM DROP:** dancer's costume (2.0)**LOCATIONS:** Dread Realm: cave under lake, Bonus dungeon: Fungeon

HP	152
MP	0

ATT	132
DEF	60

AGI	92
EXP	279

GOLD	93
------	----

143

DEVILMOTH

**ACTIONS:** attack, Venom Mist**ITEM DROP:** poison needle (2.0)**LOCATIONS:** Real World: Pillar of Pegasus, Dread Realm: Prison of Sorrow area (west)

HP	248
MP	0

ATT	189
DEF	94

AGI	118
EXP	338

GOLD	162
------	-----

144

DISGUSTLING

**ACTIONS:** attack, Drain Magic, Kacrackle, calls for backup (cureslime)**ITEM DROP:** ruinous shield (2.0)**LOCATIONS:** Dread Realm: Prison of Sorrow area

HP	240
MP	30

ATT	171
DEF	76

AGI	103
EXP	396

GOLD	109
------	-----

145

ÜBER DREAMERA

**ACTIONS:** attack, Inferno, Midheal**ITEM DROP:** chimaera wing (2.0)**LOCATIONS:** Dread Realm: Prison of Sorrow area (west), Mortamor's Dreadlair

HP	160
MP	14

ATT	185
DEF	128

AGI	120
EXP	500

GOLD	117
------	-----

146 LIVING STATUE



ACTIONS: attack, Stomp, stomp on party member

ITEM DROP: seed of strength (1.0)

LOCATIONS: Dread Realm: Prison of Sorrow area (west)

HP	360	ATT	220	AGI	72	GOLD	108
MP	0	DEF	170	EXP	554		

147 DREADFUL DRACKAL



ACTIONS: attack, Body Slam, fang bite, fear shout

ITEM DROP: ferocious fangs (1.5)

LOCATIONS: Dread Realm: Prison of Sorrow area (west)

HP	240	ATT	197	AGI	115	GOLD	74
MP	0	DEF	93	EXP	452		

148 DEMON STEWARD



ACTIONS: attack, Kacrackle, Kasnooze

ITEM DROP: staff of resurrection (0.5)

LOCATIONS: Dread Realm: Mortamor's Dreadlair

HP	360	ATT	215	AGI	120	GOLD	156
MP	38	DEF	120	EXP	660		

149 SILHOUETTE



ACTIONS: attack, Death Dance, dark haze, closes up wagon

ITEM DROP: flowing dress (1.0)

LOCATIONS: Real World: Pillar of Pegasus, Dread Realm: Prison of Sorrow area, Mortamor's Dreadlair

HP	224	ATT	191	AGI	128	GOLD	72
MP	0	DEF	90	EXP	288		

150 METAL KING SLIME



ACTIONS: attack, Flee, Sizz, smother party member

ITEM DROP: dupic hat (1.0)

LOCATIONS: Dread Realm: Mortamor's Dreadlair

HP	14	ATT	157	AGI	350	GOLD	15
MP	20	DEF	999	EXP	30010		

151 SINTAUR



ACTIONS: attack, flails weapon about, Multislice

ITEM DROP: ruinous shield (0.5)

LOCATIONS: Real World: Weaver's Peak, Dread Realm: Prison of Sorrow area (east), Mortamor's Dreadlair

HP	320	ATT	245	AGI	118	GOLD	108
MP	0	DEF	115	EXP	640		

152 IRON TORTOISE



ACTIONS: attack, Defending Champion, Selflessness, Bounce

ITEM DROP: seed of resilience (1.0)

LOCATIONS: Dread Realm: Prison of Sorrow area, Mortamor's Dreadlair

HP	328
MP	30

ATT	225
DEF	300

AGI	60
EXP	504

GOLD	82
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153 ANNIHILANTERN



ACTIONS: attack, Kabuff, Oomph

ITEM DROP: platinum shield (1.0)

LOCATIONS: Dread Realm: Prison of Sorrow area

HP	192
MP	30

ATT	167
DEF	167

AGI	135
EXP	396

GOLD	73
------	----

154 HIGH DJINKS



ACTIONS: attack, Kaswoosh, Multiheal, insane attack, Backdraft

ITEM DROP: glombrero (1.0)

LOCATIONS: Real World: Pillar of Pegasus, Dread Realm: Prison of Sorrow area, Bonus dungeon: Fungeon

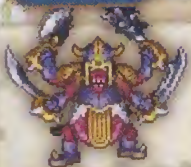
HP	696
MP	48

ATT	350
DEF	113

AGI	114
EXP	1104

GOLD	300
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155 HELL GLADIATOR



ACTIONS: attack, attack twice, violent slashing attack, Burning Breath

ITEM DROP: dragonsbane (1.5)

LOCATIONS: Dread Realm: Prison of Sorrow area, Mortamor's Dreadlair

HP	320
MP	0

ATT	210
DEF	110

AGI	120
EXP	444

GOLD	96
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156 STOUT TROLL



ACTIONS: attack, Desperate Attack, Muster Strength, Shove

ITEM DROP: Hela's hammer (1.5)

LOCATIONS: Dread Realm: Mortamor's Dreadlair, Bonus dungeon: Fungeon

HP	408
MP	0

ATT	265
DEF	90

AGI	120
EXP	612

GOLD	84
------	----

157 HACKSAURUS



ACTIONS: attack, Inferno, Falcon Slash

ITEM DROP: seed of strength (1.0)

LOCATIONS: Dread Realm: Mortamor's Dreadlair, Bonus dungeon: Fungeon

HP	416
MP	0

ATT	285
DEF	100

AGI	115
EXP	696

GOLD	110
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158

DRAGOON



ACTIONS: attack, Desparate Attack, Dragon Slash, calls for backup (cureslime)

HP	336	ATT	255	AGI	130	GOLD	150
MP	0	DEF	160	EXP	512		

ITEM DROP: platinum sword (2.0)

LOCATIONS: Real World: Undersea Treasure Chamber, Dread Realm: Gallows Moor, Mortamor's Dreadlair, Bonus dungeon: Fungeon

159

AGGROSCULPTURE



ACTIONS: attack, attack twice, Boom, Freezing Blizzard

HP	208	ATT	250	AGI	113	GOLD	118
MP	16	DEF	192	EXP	486		

ITEM DROP: cobra claw (1.5)

LOCATIONS: Dread Realm: Mortamor's Dreadlair

160

JUGULAR JOKER



ACTIONS: attack, Oomph, Kasnooze, Falcon Slash

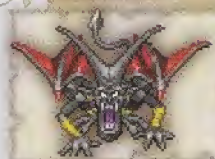
HP	264	ATT	227	AGI	140	GOLD	162
MP	25	DEF	128	EXP	504		

ITEM DROP: falcon knife earrings (1.5)

LOCATIONS: Dread Realm: Mortamor's Dreadlair, Bonus dungeon: Fungeon

161

DARKCRAWLER



ACTIONS: attack, dark haze, Body Slam, sage's stone

HP	320	ATT	215	AGI	130	GOLD	108
MP	0	DEF	117	EXP	570		

ITEM DROP: pretty betsy (1.0)

LOCATIONS: Dread Realm: Mortamor's Dreadlair, Bonus dungeon: Fungeon

162

PUDGEDEVIL



ACTIONS: attack, Kaboom, Magic Barrier, calls for backup (cureslime), Freezing Blizzard

HP	368	ATT	230	AGI	87	GOLD	156
MP	80	DEF	113	EXP	1140		

ITEM DROP: duplic hat (1.0)

LOCATIONS: Dread Realm: Mortamor's Dreadlair, Bonus dungeon: Fungeon

163

LOSS LEADER



ACTIONS: attack, Kafrizzle, Kazing, Pyre o' Fire, Multifists

HP	568	ATT	275	AGI	137	GOLD	252
MP	90	DEF	127	EXP	1800		

ITEM DROP: metal king helm (1.0)

LOCATIONS: Dread Realm: Mortamor's Dreadlair

164

JACKAL RIPPER



ACTIONS: attack, Muster Strength, Kacrackle Slash, Harvest Moon, Roundhouse Kick, icicle dirk

ITEM DROP: ferocious fangs (1.5)

LOCATIONS: Bonus dungeon: Fungeon

HP	544	ATT	380	AGI	123	GOLD	145
MP	0	DEF	113	EXP	924		

165

STONE GUARDIAN



ACTIONS: attack, Stomp, stomp on party member

ITEM DROP: Hela's armour (1.5)

LOCATIONS: Bonus dungeon: Fungeon

HP	480	ATT	310	AGI	77	GOLD	144
MP	0	DEF	200	EXP	840		

166

MECHALOMANIAC



ACTIONS: attack, Dazzle, Gust Slash, Wind Sickles, Tongue Bashing, Backdraft

ITEM DROP: flail of destruction (0.5)

LOCATIONS: Bonus dungeon: Fungeon

HP	720	ATT	340	AGI	120	GOLD	96
MP	30	DEF	200	EXP	846		

167

DREADSTAFF



ACTIONS: attack, Freezing Blizzard, Kasap, Kerplunk Dance

ITEM DROP: staff of Ghent (1.5)

LOCATIONS: Bonus dungeon: Fungeon

HP	368	ATT	188	AGI	135	GOLD	162
MP	50	DEF	205	EXP	594		

168

ÜBERKILLING MACHINE



ACTIONS: attack, attack twice, Dragon Slash, Metal Slash, shoot arrow, violent slashing attack

ITEM DROP: miracle sword (1.5)

LOCATIONS: Real World: Undersea Treasure Chamber, Bonus dungeon: Fungeon

HP	480	ATT	310	AGI	147	GOLD	147
MP	0	DEF	235	EXP	1320		

169

ZOMBIE GLADIATOR



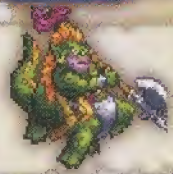
ACTIONS: attack twice, Gust Slash, Lightning Slash, Metal Slash, Kasap

ITEM DROP: dragon mail (1.5)

LOCATIONS: Bonus dungeon: Fungeon

HP	640	ATT	300	AGI	125	GOLD	134
MP	90	DEF	120	EXP	1176		

170 TORMENTAUR



ACTIONS: attack, Desparate Attack, flails weapon about, Fizzle

ITEM DROP: massacre sword (1.0)

LOCATIONS: Bonus dungeon: Fungeon

HP	720	ATT	330	AGI	150	GOLD	132
MP	8	DEF	115	EXP	1656		

171 DEMON OVERLORD



ACTIONS: attack, Bounce, Kaboom, Kazing, Freezing Blizzard, Pyre o' Fire

ITEM DROP: magma staff (1.5)

LOCATIONS: Bonus dungeon: Fungeon

HP	792	ATT	370	AGI	170	GOLD	300
MP	INF	DEF	153	EXP	2160		

172 MARINE MOLLUSK



ACTIONS: attack

ITEM DROP: magic water (1.5)

LOCATIONS: Real World: inland sea (east)

HP	64	ATT	68	AGI	50	GOLD	78
MP	0	DEF	48	EXP	96		

173 CAULDRONE



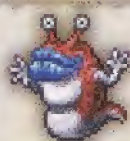
ACTIONS: attack, Flee, shoot arrow

ITEM DROP: iron helmet (2.0)

LOCATIONS: Dream World: inland sea (center & north), Real World: inland sea (east)

HP	69	ATT	77	AGI	68	GOLD	60
MP	0	DEF	62	EXP	110		

174 WET KISSER



ACTIONS: attack, Sweet Breath

ITEM DROP: bow tie (1.5)

LOCATIONS: Dream World: inland sea (center & north), Real World: inland sea (east)

HP	88	ATT	70	AGI	53	GOLD	88
MP	0	DEF	55	EXP	94		

175 DREAD HERRING



ACTIONS: attack, fang bite, Sizz

ITEM DROP: seed of agility (1.0)

LOCATIONS: Dream World: inland sea (center), Real World: inland sea (east)

HP	72	ATT	89	AGI	69	GOLD	56
MP	4	DEF	67	EXP	120		

176 MARINE SPIRIT



ACTIONS: attack, Sap

ITEM DROP: seed of life (1.0)

LOCATIONS: Dream World: inland sea (center & north), Real World: inland sea (east)

HP	104	ATT	80	AGI	30	GOLD	75
MP	6	DEF	58	EXP	114		

177 THRILLER WAVE



ACTIONS: attack, Tidal Wave

ITEM DROP: watermaul wand (1.0)

LOCATIONS: Dream World: inland sea (center & north), outer sea (north, south), Slimopolis Sea area, Real World: inland sea (east)

HP	88	ATT	95	AGI	54	GOLD	24
MP	0	DEF	80	EXP	138		

178 YABBY



ACTIONS: attack, attack twice

ITEM DROP: pot lid (1.5)

LOCATIONS: Dream World: inland sea (center & north), Real World: the Sunken Ship, Seabed Shrine

HP	80	ATT	90	AGI	40	GOLD	48
MP	0	DEF	103	EXP	140		

179 SEASLIME



ACTIONS: attack, Defend, Kabuff

ITEM DROP: shellmet (2.0)

LOCATIONS: Dream World: inland sea (center & north), Real World: inland sea (west)

HP	72	ATT	72	AGI	51	GOLD	84
MP	3	DEF	135	EXP	144		

180 MAD MALLARD



ACTIONS: attack, mimic hero's voice (change party tactics)

ITEM DROP: chimaera wing (2.0)

LOCATIONS: Dream World: outer sea, Slimopolis Sea area, Real World: inland sea (west), the Sunken Ship

HP	128	ATT	95	AGI	55	GOLD	38
MP	0	DEF	84	EXP	156		

181 EVEEL



ACTIONS: attack, Poison Attack, fang bite

ITEM DROP: steel fangs (1.5)

LOCATIONS: Dream World: inland sea (center & north), outer sea (east, west), Slimopolis Sea area, Real World: inland sea (west)

HP	144	ATT	107	AGI	65	GOLD	54
MP	0	DEF	80	EXP	117		

182 SEA FORTRESS



ACTIONS: attack, Flame Breath

ITEM DROP: seed of strength (1.0)

LOCATIONS: Dream World: outer sea, Slimopolis Sea area, Real World: outer sea (east, west)

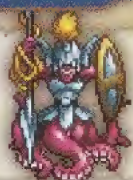
HP	160
MP	0

ATT	120
DEF	110

AGI	44
EXP	200

GOLD	104
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183 OCTAVIAN PIRATE



ACTIONS: attack, Defend, Mercurial Thrust

ITEM DROP: iron mask (2.0)

LOCATIONS: Dream World: outer sea, Real World: inland sea (west), underwater (open sea), Seabed Shrine

HP	120
MP	0

ATT	110
DEF	96

AGI	60
EXP	172

GOLD	86
------	----

184 ARMoured WARTOISE



ACTIONS: attack, Bounce

ITEM DROP: tortoise shell (2.0)

LOCATIONS: Dream World: outer sea, Real World: inland sea (west), underwater tunnel, outer sea (east, west), Seabed Shrine, Sunken Ship

HP	112
MP	8

ATT	90
DEF	250

AGI	25
EXP	158

GOLD	96
------	----

185 MAN O' WAR



ACTIONS: attack, Flee

ITEM DROP: moonwort bulb (2.0)

LOCATIONS: Dream World: outer sea (north, south), Slimopolis Sea area, Real World: inland sea (west), underwater (center & inland), Sunken Ship

HP	76
MP	0

ATT	80
DEF	70

AGI	48
EXP	92

GOLD	40
------	----

186 POT SHOT



ACTIONS: attack, Sleep Attack, shoot arrow

ITEM DROP: iron helmet (2.5)

LOCATIONS: Dream World: outer sea, Real World: underwater (center & open sea), the Sunken Ship, outer sea (north, south)

HP	108
MP	0

ATT	97
DEF	93

AGI	92
EXP	150

GOLD	81
------	----

187 HELLDORADO



ACTIONS: attack, Sizzle, fang bite

ITEM DROP: steel fangs (2.0)

LOCATIONS: Dream World: outer sea (north, south), Slimopolis Sea area, Real World: underwater (center), outer sea (east, west), Seabed Shrine

HP	120
MP	6

ATT	127
DEF	97

AGI	81
EXP	135

GOLD	102
------	-----

188 KILLER WAVE



ACTIONS: attack, Tidal Wave

ITEM DROP: watermaul wand (1.0)

LOCATIONS: Real World: outer sea (north, south)

HP	128
MP	0

ATT	100
DEF	88

AGI	80
EXP	142

GOLD	84
------	----

189 WATER WRAITH



ACTIONS: attack, assess the situation, Midheal, Kazing

ITEM DROP: seed of life (1.0)

LOCATIONS: Real World: underwater tunnel, the Sunken Ship, outer sea (east, west)

HP	200
MP	50

ATT	92
DEF	66

AGI	62
EXP	106

GOLD	126
------	-----

190 PERKY PELICAN



ACTIONS: attack, Sultry Dance, calls for backup (healslime)

ITEM DROP: wizardly whip (1.0)

LOCATIONS: Real World: underwater (center & open sea), outer sea

HP	120
MP	0

ATT	112
DEF	106

AGI	95
EXP	160

GOLD	92
------	----

191 POISON EVEEL



ACTIONS: attack, Confuse Attack, attack twice, fang bite

ITEM DROP: saw blade (1.0)

LOCATIONS: Real World: underwater (open sea & inland), the Sunken Ship, outer sea

HP	96
MP	0

ATT	123
DEF	94

AGI	99
EXP	151

GOLD	96
------	----

192 SAIL SERPENT



ACTIONS: attack, tail whip, Burning Breath

ITEM DROP: falcon knife earrings (1.5)

LOCATIONS: Real World: underwater (center & inland), the Sunken Ship, outer sea (north, south)

HP	192
MP	0

ATT	137
DEF	120

AGI	77
EXP	202

GOLD	112
------	-----

193 PLATED GORETOISE



ACTIONS: attack, Bounce, Selflessness

ITEM DROP: tortoise shell (2.0)

LOCATIONS: Real World: underwater (open sea & inland), outer sea (north, south)

HP	200
MP	8

ATT	105
DEF	330

AGI	45
EXP	210

GOLD	134
------	-----

194 CRAYZEE



ACTIONS: attack, Lightning, Weird Dance, Falcon Slash

HP	176	ATT	119	AGI	92	GOLD	123
MP	0	DEF	134	EXP	190		

ITEM DROP: pink pearl (1.5)

LOCATIONS: Real World: underwater (open sea & inland)

195 FINNED FATALE



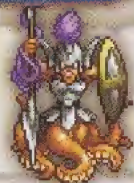
ACTIONS: attack, Flame Breath, Body Slam

HP	320	ATT	138	AGI	65	GOLD	144
MP	0	DEF	127	EXP	288		

ITEM DROP: seed of strength (1.0)

LOCATIONS: Real World: underwater (open sea & inland), Bonus dungeon: Fungeon

196 OCTAVIAN SENTRY



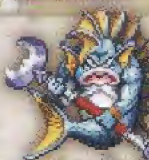
ACTIONS: attack, Multislice, Dazzle, Kasnooze, Zing

HP	200	ATT	125	AGI	110	GOLD	152
MP	60	DEF	112	EXP	234		

ITEM DROP: platinum shield (1.0)

LOCATIONS: Real World: underwater (inland), outer sea (north, south), Bonus dungeon: Fungeon

197 MERKING



ACTIONS: attack, Crackle, Fizzle, Venom Mist, flails weapon about

HP	264	ATT	160	AGI	92	GOLD	300
MP	50	DEF	133	EXP	360		

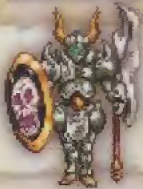
ITEM DROP: cobra claw (0.5)

LOCATIONS: Real World: underwater (inland), outer sea (north, south), Bonus dungeon: Fungeon



BOSSSES

TOWER SENTRY



HP	150
MP	0
ATT	34
DEF	32

AGI	22
EXP	95
GOLD	0

ACTIONS: attack, Muster Strength
ITEM DROP: medicinal herb (2.5)
LOCATION: Gardsbane Tower

CORPSICKLE

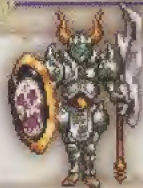


HP	360
MP	20
ATT	62
DEF	43

AGI	25
EXP	280
GOLD	57

ACTIONS: attack, Poison Attack, grab, Venom Mist, Heal
ITEM DROP: seed of life (3.5)
LOCATION: Moonmirror Tower

GARRETT

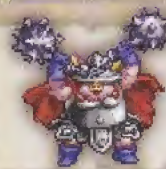


HP	250
MP	0
ATT	40
DEF	35

AGI	35
EXP	120
GOLD	0

ACTIONS: attack, violent slashing attack, Leg Sweep
ITEM DROP: seed of strength (2.5)
LOCATION: Gardsbane Tower

BIGG



HP	500
MP	0
ATT	70
DEF	80

AGI	20
EXP	520
GOLD	250

ACTIONS: attack, Muster Strength, fear shout, flails weapon about
ITEM DROP: boxer shorts (4.0)
LOCATION: hut north of Wellshire

BLOODCREEPER



HP	370
MP	18
ATT	53
DEF	50

AGI	52
EXP	260
GOLD	370

ACTIONS: attack, Dazzleflash, Sap, Buff
ITEM DROP: seed of resilience (3.0)
LOCATION: Lucid Grotto

LIDDLE



HP	320
MP	0
ATT	55
DEF	51

AGI	45
EXP	305
GOLD	124

ACTIONS: attack, Selflessness, medicinal herb
ITEM DROP: boxer shorts (4.0)
LOCATION: hut north of Wellshire

GRRRGOYLE



HP	380
MP	0
ATT	69
DEF	72

AGI	65
EXP	330
GOLD	250

ACTIONS: attack, claw slash, Dazzleflash, Fuddle Dance
ITEM DROP: iron claw (2.0)
LOCATION: cave of Amor

MURDAW



HP	900
MP	INF
ATT	109
DEF	102

AGI	35
EXP	2270
GOLD	580

ACTIONS: attack, Flame Breath, Buff, Frizzle, mimic hero's voice (change party tactics)
ITEM DROP: seed of magic (2.5)
LOCATION: The Underkeep

SCULPTRICE



HP	350
MP	15
ATT	75
DEF	82

AGI	31
EXP	165
GOLD	210

ACTIONS: attack, Kasnooze, Kasap, Cool Breath

ITEM DROP: magic water (2.5)

LOCATION: Murdaw's Keep

SCRIMSLEY TERROR



HP	800
MP	0
ATT	115
DEF	90

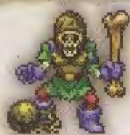
AGI	40
EXP	310
GOLD	170

ACTIONS: attack, Defend, Stomp, fang bite

ITEM DROP: stone fangs (3.0)

LOCATION: Scrimley

GRIM KEEPER



HP	520
MP	0
ATT	92
DEF	75

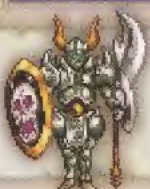
AGI	37
EXP	530
GOLD	150

ACTIONS: attack, venomous vapor, calls for backup (healslime)

ITEM DROP: seed of life (2.5)

LOCATION: Murdaw's Keep

BRONSON



HP	1300
MP	0
ATT	105
DEF	95

AGI	65
EXP	310
GOLD	0

ACTIONS: attack, Desperate Attack, Flying Knee, Flame Slash, Sultry Dance

ITEM DROP: seed of strength (1.5)

LOCATION: Arkbolt

MURDAW'S FIRST FORM



HP	500
MP	90
ATT	95
DEF	105

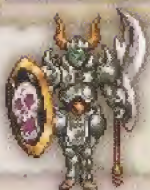
AGI	47
EXP	1000
GOLD	0

ACTIONS: attack, Kasap, Flame Breath

ITEM DROP: seed of resilience (0.5)

LOCATION: Murdaw's Keep

BRICK



HP	1200
MP	INF
ATT	85
DEF	72

AGI	20
EXP	120
GOLD	0

ACTIONS: attack, Double Up, Kasap, Oomph, Multiheal

ITEM DROP: seed of wisdom (2.0)

LOCATION: Arkbolt

MURDAW'S SECOND FORM



HP	900
MP	INF
ATT	115
DEF	105

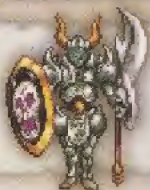
AGI	45
EXP	2300
GOLD	770

ACTIONS: attack, attack twice, Chilly Breath, Lightning, Dazzleflash, eyes gleam

ITEM DROP: magic water (1.5)

LOCATION: Murdaw's Keep

BROCK



HP	1300
MP	0
ATT	115
DEF	83

AGI	8
EXP	110
GOLD	0

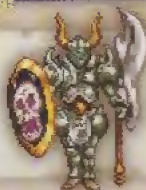
ACTIONS: attack, Defend, Selflessness, Mercurial Thrust

ITEM DROP: seed of resilience (2.0)

LOCATION: Arkbolt

BESTIARY

COMMANDER BRUTUS



HP	1800
MP	80
ATT	140
DEF	105

AGI	75
EXP	450
GOLD	0

ACTIONS: attack, Multislice, Falcon Slash, Kasap, Thin Air, Roundhouse Kick, powerful burst

ITEM DROP: seed of life (1.5)

LOCATION: Arkbolt

THIRD TEST



HP	1300
MP	INF
ATT	150
DEF	100

AGI	95
EXP	1250
GOLD	680

ACTIONS: attack, attack twice, horn attack, Kasap, Bound, Lightning

ITEM DROP: seed of wisdom (1.0)

LOCATION: Hallowed Hollow

JAMIRUS



HP	1500
MP	0
ATT	178
DEF	125

AGI	65
EXP	1050
GOLD	430

ACTIONS: attack, attack twice, grab, Flame Breath, fire claw

ITEM DROP: fire claw (3.5)

LOCATION: Isle o' Smiles

SPIEGEL



HP	2400
MP	INF
ATT	160
DEF	120

AGI	85
EXP	2000
GOLD	800

ACTIONS: attack, Frizzle, Kasizzle, calls for backup (low djinks)

ITEM DROP: seed of magic (1.5)

LOCATION: The Spiegelspire

FIRST TEST



HP	1000
MP	INF
ATT	90
DEF	20

AGI	72
EXP	550
GOLD	220

ACTIONS: attack, Frizz, Sizz, Fuddle Dance

ITEM DROP: seed of agility (2.0)

LOCATION: Hallowed Hollow

GRACOS



HP	3000
MP	50
ATT	210
DEF	210

AGI	80
EXP	3700
GOLD	900

ACTIONS: attack, Kacrackle, Chilly Breath, flails weapon about, mows down party with trident

ITEM DROP: Gracos's trident (4.0)

LOCATION: Seabed Shrine

SECOND TEST



HP	1500
MP	0
ATT	190
DEF	120

AGI	63
EXP	750
GOLD	380

ACTIONS: attack, Muster Strength, Wind Sickles, eyes gleam

ITEM DROP: seed of strength (1.5)

LOCATION: Hallowed Hollow

DEMON-AT-ARMS



HP	400
MP	50
ATT	160
DEF	270

AGI	57
EXP	1800
GOLD	320

ACTIONS: attack, attack twice, violent slashing attack, Flame Breath, Kacrackle, Kasap

ITEM DROP: medicinal herb (0.5)

LOCATION: Weaver's Peak (Real World) - talk to hero fighting demon-at-arms

DEMON-AT-ARMS



HP	1500	AGI	79
MP	INF	EXP	1800
ATT	180	GOLD	320
DEF	300		

ACTIONS: attack, attack twice, violent slashing attack, Flame Breath, Kacackle, Kasizzle, Kasap

ITEM DROP: medicinal herb (0.5)

LOCATION: Weaver's Peak (Real World) - talk directly with demon-at-arms

GALLOWS GIANT



HP	2800	AGI	115
MP	0	EXP	6300
ATT	220	GOLD	580
DEF	150		

ACTIONS: attack, Desperate Attack, quick attack, dark haze, Lightning, fear shout

ITEM DROP: mini medal (4.0)

LOCATION: Gallows Moor

STORMSGATE CITADEL



HP	3000	AGI	65
MP	INF	EXP	2200
ATT	240	GOLD	0
DEF	200		

ACTIONS: attack, Thin Air, tramples party, Magic Barrier

ITEM DROP: seed of defence (0.5)

LOCATION: Stormsgate Citadel

PRISON GUARD



HP	750	AGI	100
MP	0	EXP	500
ATT	210	GOLD	0
DEF	150		

ACTIONS: attack, flails weapon about, Stone's Throw, violent slashing attack, Sandstorm

ITEM DROP: medicinal herb (0.5)

LOCATION: Gallows Moor

DHURAN



HP	3000	AGI	120
MP	INF	EXP	5500
ATT	260	GOLD	2300
DEF	200		

ACTIONS: Disruptive Wave, Harvest Moon, pounce on party member, Bound, Wind Sickles

ITEM DROP: seed of strength (2.5)

LOCATION: Stormsgate Citadel

AVERILL

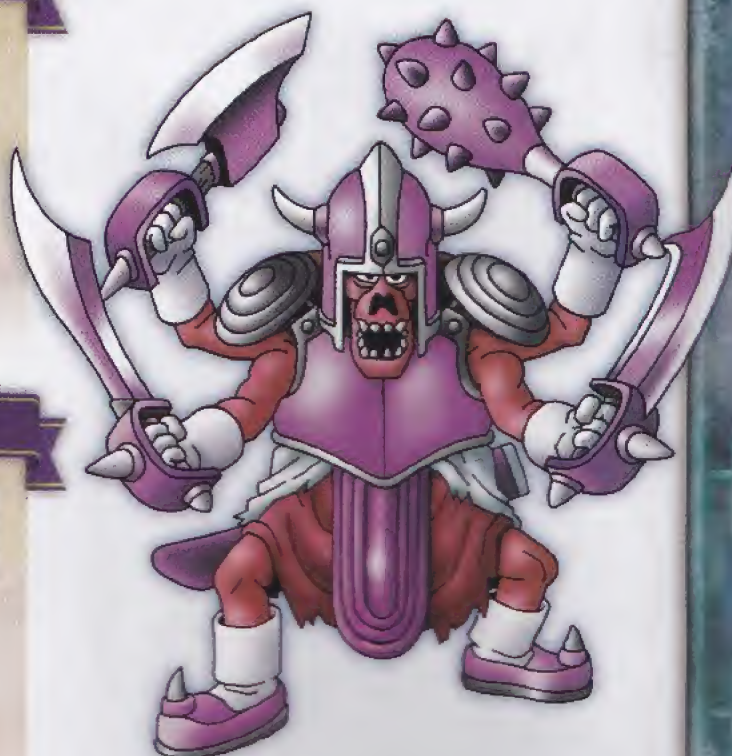


HP	2000	AGI	110
MP	0	EXP	0
ATT	125	GOLD	0
DEF	110		

ACTIONS: attack, Double Up, Leg Sweep

ITEM DROP: medicinal herb (0.5)

LOCATION: lake north of Greedmore Valley



DOG MUS



HP	7000
MP	INF
ATT	200
DEF	300

AGI	200
EXP	500
GOLD	0

ACTIONS: attack, Fuddle, Kathwack, Multiheal, assess the situation, paralysing gaze

ITEM DROP: seed of magic (0.5)

LOCATION: Gallows Moor

BLACKMAR



HP	3300
MP	INF
ATT	270
DEF	230

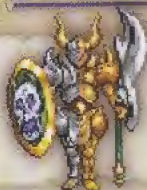
AGI	130
EXP	8500
GOLD	900

ACTIONS: attack twice, Stomp, Dragon Slash, Flame Slash, Kasap, Kazing, Inferno

ITEM DROP: silk tuxedo (4.0)

LOCATION: Gallows Moor

ZOZAGEL



HP	3500
MP	0
ATT	250
DEF	200

AGI	105
EXP	1000
GOLD	0

ACTIONS: attack twice, Roundhouse Kick, Multislice, Mercurial Thrust, Flame Slash, Metal Slash

ITEM DROP: seed of strength (0.5)

LOCATION: Gallows Moor

BELLEAU



HP	2500
MP	INF
ATT	250
DEF	290

AGI	50
EXP	3300
GOLD	850

ACTIONS: attack, Boulder Toss, Selflessness, stomps on party member, Midheal, Meditation

ITEM DROP: mini medal (4.0)

LOCATION: Prison of Sorrow

CABOT



HP	3500
MP	0
ATT	300
DEF	190

AGI	20
EXP	4400
GOLD	550

ACTIONS: attack, Muster Strength, stomp on party member, Stomp, Selflessness

ITEM DROP: mini medal (4.0)

LOCATION: Prison of Sorrow



MORTAMOR



HP	??
MP	??
ATT	??
DEF	??

AGI	??
EXP	
GOLD	

STAGE TWO FORM

STAGE ONE

ACTIONS: attack, attack twice, Venom Mist, insane attack, searing flame, frigid ice, balls of energy, Bounce, Kaboom, Meditation

ITEM DROP: -

LOCATION: Mortamor's Dreadlair

STAGE TWO

ACTIONS: attack, charge attack, Buff, Oomph, Kasap, Scorch, Mercurial Thrust, Roundhouse Kick, Defending Champion

ITEM DROP: -

LOCATION: Mortamor's Dreadlair

STAGE THREE

HEAD ACTIONS: attack twice, eyes gleam, roars ferociously, Kaboom, Kafrizzle, Disruptive Wave, Freezing Blizzard, Pyre o' Fire

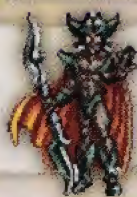
RIGHT HAND ACTIONS: attack, talon attack, talon slam, powerful thrust, Multiheal

LEFT HAND ACTIONS: attack, claw slash, talon attack, talon slam

ITEM DROP: -

LOCATION: Mortamor's Dreadlair

NOKTURNUS



HP	??
MP	??
ATT	??
DEF	??

AGI	??
EXP	5500
GOLD	880

ACTIONS: attack three times, eyes gleam, quick attack, Disruptive Wave, Kafrizzle, Kazap, Scorch, roars ferociously, C-C-Cold Breath, Harvest Moon, pounce on party member, Pearly Gates, Wind Sickles, Oomph, Falcon Slash, Metal Slash, Dragon Slash

ITEM DROP: -

LOCATION: Fungeon



ITEMS



MEDICINAL HERB

BUY

8

SELL

6



This healing herb restores a little of one party member's HP.

A vital item that no adventurer should be without. Never leave town without at least three or four of these valuable items and be sure to consume one whenever the hero's HP gets too low. Medicinal herbs restore roughly 30 to 40 HP, depending on the person consuming it.



ANTIDOTAL HERB

BUY

10

SELL

7



This healing herb can cure a party member of poison.

Not every enemy encountered in the wild can inflict poison, but one should always be prepared just in case. Carry at least two or three antidotal herbs at all times, or else your afflicted hero may not make it to the next town in time to save himself. Poison can rapidly drain the HP from even the most indomitable heroes in the land!



MOONWORT BULB

BUY

30

SELL

22



This lunar root can cure a party member of paralysis.

Paralysis renders a character unable to take a turn in combat and extremely susceptible to follow-up attacks. Administer the moonwort bulb so the character can regain proper movement.



HOLY WATER

BUY

20

SELL

15



This wondrous water wards off weaker enemies for a wee while.

There comes a time in every hero's life when he is simply too powerful to bother with low-level enemies—the measly Gold coins and experience they yield isn't worth the trouble of fighting them. For those who are of a high level and in a hurry, there is the holy water. Use this item to limit the number of battles encountered and to prohibit weak enemies from attacking. Beginning adventurers should not use this item.



CHIMAERA WING

BUY

25

SELL

18



Can be used to return to any previously-visited location.

The chimaera wing is a convenient item to use early in the adventure, before any of the party members learn the Zoom spell. This special item enables the party to fly into the air and be instantly transported to a previously-visited location. You can't return to every location you've been, but it's possible to revisit nearly all towns, castles, and other important places. Keep in mind that the chimaera wing cannot be used indoors—the party must be outside to avoid banging their heads!



AMOR SECO ESSENCE

BUY 120

SELL 90



This tasty spring water has the power to restore HP.

Find this item first in the town where it originates, Amor. Use the item to restore 60-70 HP.



MAGIC WATER

BUY CASINO

SELL 150



Recovers a little of one party member's MP.

Phials of magic water are quite a rare find, so do not waste them. Immediately transfer them to the strongest member of the party so these items can be used as needed—the last thing you want is for the magic water to be carried by a character who falls in battle or who isn't in the active party. Consuming the magic water during battle restores 10-15 MP or in the field to recover 40-50 MP.



YGGDRASIL LEAF

BUY CASINO

SELL 1125



A magical leaf that can resurrect a party member.

These precious leaves are extremely rare and worth their weight in gold. Keep them on the hero's possession (or your strongest character if not the hero) so he can administer one to a fallen party member. The special leaf will automatically bring them back to life with a portion of their HP intact. Unlike casting Zing, the Yggdrasil leaf always works on the first try.



YGGDRASIL DEW

BUY -

SELL -



A dainty dew that will fully restore all party members' HP.

Save this precious item for the difficult battles late in the game. The Yggdrasil dew will come in handy if the hero or other character with healing abilities run out of MP. Try to use it when it will be most effective—wait for multiple characters to be low on health before administering the special serum. You can only have one of these at a time, but you can return to the boy on the first floor of Cloudsgate Citadel to replace it each time it is used.



SAGE'S STONE

BUY -

SELL -



This rock restores some of each party member's HP in battle. Can be used over and over in battle.

Using the sage's stone is essentially a lesser Multiheal, as it restores a moderate amount of HP to each character. Give this item to a character without healing abilities so that he or she can one day save the party from defeat. The sage's stone doesn't refill the party's HP, but it does provide just enough HP to keep a party member alive.

Location: Win Level 7 of Best Dressed Contest



SANDS OF TIME

BUY -

SELL -



In battle, they can reverse time itself.

When used, this extra-special item enables you to rewind time and return to the beginning of the current battle. This provides the opportunity to make adjustments in your tactics and, perhaps, avoid a character's untimely demise. The sands of time can be used multiple times to offer a second chance in battle.

Location: Medford's Manor – turn in 50 mini medals



SEED OF LIFE

BUY

-

SELL

26



Any party member can eat this to increase maximum HP.

Arguably the most important of all the single-use items, the seed of life bestows on those who eat it a whopping 4-6 point increase in their maximum HP rating. Use this valuable item immediately to increase the longevity of a party member. Some prefer to use this item on their strongest characters to make them much harder to KO, while others may choose to help increase the maximum HP of the weaker characters who are perhaps lacking in armour.



SEED OF MAGIC

BUY

-

SELL

30



Any party member can eat this to increase maximum MP.

This special seed can be consumed to increase a character's maximum MP. This is a particularly valuable item for the magic users in your party. The seed of magic delivers a 3-5 point increase in the maximum MP of its user. Consider the spells you like to use the most and how many MP they cost to cast, then give the seed of magic to the character who has learned the most costly spells.



SEED OF STRENGTH

BUY

-

SELL

22



Any party member can eat this to increase strength.

This valuable seed can raise a person's strength rating by 1-3 upon consumption. Increasing a character's strength rating has a direct impact on his attack rating and makes it possible for him to inflict greater damage during combat. Always give these items to character classes who participate in the most combat, such as warriors.



SEED OF RESILIENCE

BUY

-

SELL

22



Any party member can eat this to increase resilience.

The ability to increase a character's resilience without having to spend a lot of Gold coins on expensive armour is a great thing. The seed of resilience isn't a particularly common item, so don't waste it. Always give it to the party members you use the most and, of those, the one with the lowest defense rating. Consuming a seed of resilience raises a character's resilience rating by 3-5 points.



SEED OF AGILITY

BUY

-

SELL

18



Any party member can eat this to increase agility.

This potent seed provides those who consume it with the vital nutrients needed to increase their agility rating by 1-3 and thereby elude enemy attacks with greater ease. Characters with high agility ratings also get to take their turn first during combat and, in special situations, get to make two moves before the enemy takes a turn. There are no steadfast rules to consider when deciding who should consume the seed of agility, but consider giving it to those characters with lower defense ratings, provided you use those characters often.



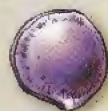
SEED OF WISDOM

BUY

-

SELL

15



Any party member can eat this to increase wisdom.

Give your spell users extra doses of Wisdom from time-to-time with seeds of wisdom. Wisdom helps in the effectiveness of magic in battle. Consuming this seed increases a character's wisdom by 1-3 points.



PRETTY BETSY

BUY

-

SELL

37



Any party member can eat this to increase style.

Eat these to increase a character's style by 1 point. Use these on characters that you plan on using in the Best Dressed Contest—especially if you are having trouble reaching the necessary score to win a level.

IMPORTANT ITEMS



THIEF'S KEY

BUY

2000

(200 OR 10 WITH HAGGLING)

SELL

150



Opens certain doors that would otherwise remain tightly sealed.

Location: Haggleton - purchase from vendor. Turnscote - dresser inside house in well.



MAGIC KEY

BUY

-

SELL

-



Opens certain doors that would otherwise remain tightly sealed.

Location: Howcastle - from King after completing Hallowed Hollow.



ULTIMATE KEY

BUY

-

SELL

-



Opens certain doors that would otherwise remain tightly sealed.

Location: Sunken Ship - lower level chest



MIRROR KEY

BUY

-

SELL

-



Opens certain doors that would otherwise remain tightly sealed.

Location: Amor - complete northern cave



FLOODGATE KEY

BUY

-

SELL

-



Opens certain doors that would otherwise remain tightly sealed.

Location: Castle Swanstone – receive after defeating Spiegel



JAILOR'S KEY

BUY

-

SELL

-



Opens certain doors that would otherwise remain tightly sealed.

Location: Gallows Moor - receive from second guard



BIG BOOK OF BEASTS

BUY

-

SELL

-



An illustrated guide to monsters. Use this while in the field to find information on monsters that you have faced.

Location: Haggleton - Dresser in 1st room of Inn (requires Thief's Key)



VILLAGE GOODS

BUY

-

SELL

-



A selection of wooden and silk creations from the artisans of Weaver's Peak.

Location: Weaver's Peak – receive from mayor



CROWN

BUY

-

SELL

-



Crown for use in The Fortune Festival in Weaver's Peak.

Location: Haggleton – receive from Cliff, the crown maker



ENTRY PASS

BUY

-

SELL

-



A pass that provides proof of permission to enter the grounds of Somnia Castle.

Location: Weaver's Peak – receive from mayor



DREAM DEW

BUY

-

SELL

-



A luminous liquid that makes the invisible visible.

Location: Lucid Grotto - defeat boss



BOARDING PASS

BUY

50

SELL

37



A ferry ticket for travel between Port Haven and Somnia.

Location: Purchase at counter in Port Haven or port east of Somnia



RA'S MIRROR

BUY

-

SELL

-



This legendary looking glass always reflects the truth.

Location: Moonmirror Tower



ROYAL MISSIVE

BUY

-

SELL

-



A letter penned by King Somnus of Somnia.

Location: Somnia - receive before leaving for Ghent



SEEDS OF REASON

BUY

-

SELL

-



Special seeds that sustain sanity when swallowed.

Location: Hazy Heights



GOLDEN PICKAXE

BUY

-

SELL

-



A sturdy instrument used to chip away at rocks and thin walls.

Location: Destiny's Drop



SHARD OF COURAGE

BUY

-

SELL

-

A small shard retrieved from the summit of Destiny's Drop.

Location: Destiny's Drop – at summit



LORELEI'S HARP

BUY

-

SELL

-

Play this harmonious harp at sea to venture beneath the waves. Use this item while on the Providence to explore the underwater.

Location: Received from Ova the mermaid after returning Unda to her home.



SAND URN

BUY

-

SELL

-

An unusual urn that can only be handled by sorcerers from Sorceria.

Location: Seabed Shrine



PLUSH RUG

BUY

-

SELL

-

A beautifully-embroidered floor carpet.

Location: Win level 3 of Best Dressed Contest



FLYING CARPET

BUY

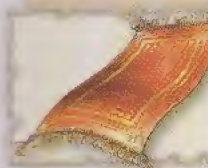
-

SELL

-

This mystical mat can carry passengers over low-lying areas. The flying carpet can travel over water, but not through trees and mountains.

Location: Sorceria - take plush rug to couple in western building



CEREMONIAL OFFERING

BUY

-

SELL

-

This offensively-odoured offering is just a tad bit ominous.

Location: Castle Graceskull – from cook to give guard on fourth floor





CELESTIAL REINS

BUY

-

SELL

-



These rugged reins are used to pilot Pegasus across the starry skies. Use in field to take flight aboard Pegasus.

Location: Cloudsgate Citadel – after completing Pillar of Pegasus



OLD PIPE

BUY

-

SELL

-



This wooden smoking pipe is a beloved keepsake of old Max Wynne.

Location: Desparia - talk to old man in basement of northern home



WYNNE'S TOOLS

BUY

-

SELL

-



This set of workman's tools is a beloved keepsake of old Max Wynne.

Location: Dullerton – talk to woman inside western building



GUARDS' GARB

BUY

-

SELL

-



A freshly-folded set of four prison guard uniforms.

Location: Gallows Moor - receive from guard



DRAGONIC DILIGENCE

BUY 30000

SELL

-



This scroll unlocks the path to learning the way of the dragon. This item can only be used once.

Location: Medford's Manor – turn in 90 mini medals, Mortamor's Dreadlair, Reaper's Peak



LIQUID METAL MIND

BUY

-

SELL

-



This scroll unlocks the path to learning the way to the liquid metal slime. This item can only be used once.

Location: Northern cave (dream world) - third floor after completing main game

EQUIPMENT

WEAPONS



CYPRESS STICK



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan

LOCATIONS: Weaver's Peak (Dream World) Weapon and Armour Shop, Weaver's Peak (Real World) Weapon Shop, budding sorcerer (drop), goblin pixie (drop), magic marionette (drop)

BUY	10
SELL	7
COST TO FORGE	-
ATTACK	+2
STYLE	+0



OAKEN CLUB



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Haggleton Weapon Shop, Somnia (Dream World) Weapon Shop, Mountain Pass (Dream World), dead resident (drop), undentured servant (drop), troll (drop)

BUY	110
SELL	82
COST TO FORGE	-
ATTACK	+9
STYLE	+5



COPPER SWORD



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Haggleton Weapon Shop, Somnia (Dream World) Weapon Shop, Weaver's Peak (Real World) Weapon Shop, slime knight (drop)

BUY	270
SELL	202
COST TO FORGE	-
ATTACK	+13
STYLE	+9



STEEL BROADSWORD



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Goowain

LOCATIONS: Amor Weapon Shop, Ghent Weapon Shop, Alltrades Abbey Weapon Shop, Scrimley Weapon Shop, Arkbolt Weapon Shop, metal slime knight (drop)

BUY	2000
SELL	1500
COST TO FORGE	-
ATTACK	+33
STYLE	+16



CAUTERY SWORD



SPECIAL: Use during battle to attack a group of enemies with fire.

PARTY MEMBERS WHO CAN EQUIP: Hero, Milly, Terry, Amos, Lizzie, Goowain

LOCATIONS: Ghent Weapon Shop, Alltrades Abbey Weapon Shop, Scrimley Weapon Shop, Arkbolt Weapon Shop, Clearvale Weapon Shop

BUY	4400
SELL	3300
COST TO FORGE	-
ATTACK	+42
STYLE	+23



SAW BLADE



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Carver, Terry, Lizzie

LOCATIONS: Castle Swanstone Weapon Shop, Well Weapon Shop east of Port Haven, Mt. Snowhere Weapon and Armour Shop, Turnscote Weapon Shop, poison evel (drop)

BUY	9800
SELL	7350-7500
COST TO FORGE	800
ATTACK	+54
STYLE	-2+33



PLATINUM SWORD



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Terry, Amos, Goowain

LOCATIONS: Medford's Manor (30 mini medals), dragoonier (drop)

BUY	-
SELL	-
COST TO FORGE	-
ATTACK	+60
STYLE	+45



ICICLE DIRK



SPECIAL: Use during battle to leave a trail of icy blades to freeze the enemy.

PARTY MEMBERS WHO CAN EQUIP: Carver, Ashlynn, Slime Recruits

LOCATIONS: Slimopolis (Rank D), freezing fog (drop)

BUY	-
SELL	6750
COST TO FORGE	-
ATTACK	+62
STYLE	+31



DREAM BLADE



SPECIAL: A soporific sword that sometimes sends enemies to sleep.

PARTY MEMBERS WHO CAN EQUIP: Hero, Terry, Amos, Goowain

LOCATIONS: Clearvale Weapon Shop, Castle Swanstone Weapon Shop, Sorceria Weapon Shop, Mt. Snowhere Weapon and Armour Shop, Turnscote Shady Weapon Shop

BUY	6300
SELL	4725
COST TO FORGE	-
ATTACK	+65
STYLE	+28



FALCON BLADE



SPECIAL: Equip this super-swift sword to strike twice in a single turn.

PARTY MEMBERS WHO CAN EQUIP: Hero, Milly, Ashlynn, Terry, Amos, Goowain

LOCATIONS: Turnscote Casino (10000 tokens), overkilling machine (drop)

BUY	-
SELL	18750-19650
COST TO FORGE	4800
ATTACK	+67
STYLE	+32+60



SIREN SWORD



SPECIAL: This baffling blade occasionally sends the enemy into a state of confusion.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Terry

LOCATIONS: Felonia Weapon Shop

BUY	9800
SELL	7350
COST TO FORGE	-
ATTACK	+70
STYLE	+51



ZOMBIESBANE



SPECIAL: A fine choice for dealing devastating damage to the undead.

PARTY MEMBERS WHO CAN EQUIP: Hero, Terry, Amos, Goowain

LOCATIONS: Well Weapon Shop east of Port Haven, Sorceria Weapon Shop, Turnscote Weapon Shop, Weaver's Peak (Real World) Village Shop, Felonia Weapon Shop, Despairia Weapon Shop

BUY	18000
SELL	13500-14100
COST TO FORGE	3200
ATTACK	+80
STYLE	+5-+62



FIRE BLADE



SPECIAL: Use during battle to leave a trail of searing flames.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Lizzie, Goowain

LOCATIONS: Well Weapon Shop east of Port Haven, Felonia Weapon Shop

BUY	22500
SELL	16875-18375
COST TO FORGE	8000
ATTACK	+87
STYLE	+33-+36



MASSACRE SWORD



SPECIAL: This weapon is cursed and will curse the character that equips it, reducing his/her defence to zero. Simply equip another weapon to get rid of curse.

PARTY MEMBERS WHO CAN EQUIP: Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Greedmore Valley Weapon Shop, tormentaur (drop)

BUY	29000
SELL	21750
COST TO FORGE	-
ATTACK	+95
STYLE	+15



SUNDERBOLT BLADE



SPECIAL: Use in battle to cast lightning on a group of enemies.

PARTY MEMBERS WHO CAN EQUIP: Hero, Milly, Nevan, Terry, Amos, Goowain

LOCATIONS: Terry

BUY	-
SELL	-
COST TO FORGE	12000
ATTACK	+95
STYLE	+40-+65



DRAGONSbane



SPECIAL: This blade inflicts increased damage on dragons.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Pillar of Pegasus, hell gladiator (drop)

BUY	-
SELL	11250-11625
COST TO FORGE	2000
ATTACK	+95
STYLE	+35-+55



MIRACLE SWORD



SPECIAL: Replenishes its bearer's HP with each attack... miraculously!

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry, Amos, Goowain, Slime Recruits

LOCATIONS: Medford's Manor (40 mini medals), überkilling machine (drop)

BUY	-
SELL	-
COST TO FORGE	1600
ATTACK	+100
STYLE	+38-+51



BLIZZARD BLADE



SPECIAL: A snowy sword that deals an extra spot of ice-based damage.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Despairia Weapon Shop

BUY	21000
SELL	15750
COST TO FORGE	-
ATTACK	+105
STYLE	+



METAL KING SWORD



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry, Amos, Lizzie, Goowain, Slime Recruits

LOCATIONS: Mortamor's Dreadlair

BUY	-
SELL	-
COST TO FORGE	-
ATTACK	+130
STYLE	+40



RUSTY SWORD



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero

LOCATIONS: Everfrost Grotto

BUY	-
SELL	-
COST TO FORGE	-
ATTACK	+63
STYLE	+12



SWORD OF RAMIAS



SPECIAL: One of four pieces of legendary equipment. Take this to the Fashion Forge to improve its attack. Use in battle to cast the Oomph spell on a party member.

PARTY MEMBERS WHO CAN EQUIP: Hero

LOCATIONS: Turnscote (Talk to Welda after getting the last piece of legendary equipment.)

BUY	-
SELL	-
COST TO FORGE	10000-24000
ATTACK	+130-+135-+145
STYLE	+32-+52-+70



BRONZE KNIFE



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Nevan, Goowain

LOCATIONS: Lucid Grotto, Milly

BUY	-
SELL	112
COST TO FORGE	-
ATTACK	+12
STYLE	+8



POISON MOTH KNIFE



SPECIAL: This knife may paralyze its target from time to time.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Nevan, Goowain, Slime Recruits

LOCATIONS: Somnia (Real World), giant moth (drop)

BUY	-
SELL	712
COST TO FORGE	-
ATTACK	+24
STYLE	+13



BAMBOO SPEAR



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Lizzie

LOCATIONS: Weaver's Peak (Dream World) Weapon and Armour Shop, Haggleton Weapon Shop, Carver, Port Haven, Weaver's Peak (Real World) Weapon Shop, babygoyle (drop), darkgoyle (drop)

BUY	50
SELL	37
COST TO FORGE	-
ATTACK	+5
STYLE	+1



GRACOS'S TRIDENT



SPECIAL: Use in battle to cast Buff on that party member.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Lizzie

LOCATIONS: Gracos (drop)

BUY	-
SELL	-
COST TO FORGE	3200
ATTACK	+58
STYLE	-10~+40



DEMON SPEAR



SPECIAL: If aimed well, this spear can inflict a critical hit.

PARTY MEMBERS WHO CAN EQUIP: Ashlynn, Nevan, Terry

LOCATIONS: Mortamor's Dreadlair

BUY	-
SELL	-
COST TO FORGE	3200
ATTACK	+99
STYLE	+19~+61



GIANT MALLET



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Carver, Amos, Lizzie

LOCATIONS: Somnia (Dream World) Weapon Shop

BUY	220
SELL	165
COST TO FORGE	-
ATTACK	+10
STYLE	-5



SLEDGEHAMMER



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Carver, Amos, Lizzie

LOCATIONS: Amor Weapon Shop, Ghent Weapon Shop, Clearvale Weapon Shop

BUY	1800
SELL	1350
COST TO FORGE	-
ATTACK	+30
STYLE	+6



WAR HAMMER



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Carver, Terry, Amos, Lizzie

LOCATIONS: Well Weapon Shop east of Port Haven, Mt. Snowhere Weapon and Armour Shop, Turnscote Weapon Shop, Weaver's Peak (Real World) Village Shop, Felonia Weapon Shop, Despairia Weapon Shop

BUY	12000
SELL	9000-9187
COST TO FORGE	1000
ATTACK	+64
STYLE	+19-+50



HELA'S HAMMER



SPECIAL: This hammer may be hard to aim but it really hurts when it connects.

PARTY MEMBERS WHO CAN EQUIP: Carver, Terry, Amos, Lizzie

LOCATIONS: Greedmore Valley Weapon Shop, stout troll (drop)

BUY	15000
SELL	11250
COST TO FORGE	-
ATTACK	+115
STYLE	+33



BOOMERANG



SPECIAL: This winged weapon can be used to attack all enemies at once.

PARTY MEMBERS WHO CAN EQUIP: Hero, Terry, Amos, Slime Recruits

LOCATIONS: Somnia (Dream World) Weapon Shop, Port Haven Weapon Shop, metal slime (drop), brimstone bulb (drop)

BUY	420
SELL	315
COST TO FORGE	-
ATTACK	+15
STYLE	+5



EDGED BOOMERANG



SPECIAL: This winged weapon can be used to attack all enemies at once.

PARTY MEMBERS WHO CAN EQUIP: Hero, Terry, Amos, Slime Recruits

LOCATIONS: Somnia (Real World) Weapon Shop, Amor Weapon Shop, Northern Cave, Scrimpsley Weapon Shop, Aridea Weapon Shop, Turnscote Shady Weapon Shop, Slimopolis (Rank G)

BUY	1500
SELL	1125
COST TO FORGE	-
ATTACK	+25
STYLE	+19



FLAMETANG BOOMERANG



SPECIAL: This winged weapon can be used to attack all enemies at once.

PARTY MEMBERS WHO CAN EQUIP: Hero, Terry, Amos, Slime Recruits

LOCATIONS: Well Weapon Shop east of Port Haven

BUY	13000
SELL	9750-10125
COST TO FORGE	2000
ATTACK	+65
STYLE	+25-+5



STONE AXE



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Carver, Amos, Lizzie, Goowain

LOCATIONS: Somnia (Dream World) Weapon Shop, Port Haven Weapon Shop, Howsworth Item Shop, arrhghoyle (drop), sinisculpture (drop)

BUY	550
SELL	412
COST TO FORGE	-
ATTACK	+19
STYLE	+4



BATTLEAXE



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie

LOCATIONS: Arkbolt Weapon Shop, Wayfarer's Pass, Aridea Weapon Shop, Clearvale Weapon Shop, Castle Swanstone Weapon Shop, Turnscote Weapon Shop, axesaurus (drop), tyrantosaurus (drop)

BUY	4300
SELL	3225
COST TO FORGE	-
ATTACK	+49
STYLE	+15



THORN WHIP



SPECIAL: This deadly whip can attack a whole group of enemies at once.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn

LOCATIONS: Port Haven Weapon Shop, Somnia (Real World) Weapon Shop

BUY	350
SELL	262
COST TO FORGE	-
ATTACK	+18
STYLE	+7



CHAIN WHIP



SPECIAL: This deadly whip can attack a whole group of enemies at once.

PARTY MEMBERS WHO CAN EQUIP: Ashlynn, Nevan, Lizzie, Goowain

LOCATIONS: Somnia (Real World) Weapon Shop, Amor Weapon Shop, Isle of Murdaw, Hallowed Hollow

BUY	1200
SELL	900
COST TO FORGE	-
ATTACK	+28
STYLE	+18



SPIKED STEEL WHIP



SPECIAL: This deadly whip can attack a whole group of enemies at once.

PARTY MEMBERS WHO CAN EQUIP: Ashlynn

LOCATIONS: Arkbolt Weapon Shop, Clearvale Weapon Shop, Mt. Snowhere Weapon and Armour Shop

BUY	7400
SELL	5550
COST TO FORGE	-
ATTACK	+65
STYLE	+22



WIZARDLY WHIP



SPECIAL: This deadly whip can attack a whole group of enemies at once.

PARTY MEMBERS WHO CAN EQUIP: Ashlynn, Slime Recruits

LOCATIONS: Sorceria Weapon Shop, perky pelican (drop)

BUY	13000
SELL	9750-10500
COST TO FORGE	4000
ATTACK	+97
STYLE	+45-+70



GRINGHAM WHIP



SPECIAL: This deadly whip can attack a whole group of enemies at once.

PARTY MEMBERS WHO CAN EQUIP: Ashlynn

LOCATIONS: Undersea Treasure Chamber

BUY	-
SELL	-
COST TO FORGE	-
ATTACK	+145
STYLE	+57



IRON CLAW

SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Carver, Amos, Slime Recruits

LOCATIONS: Port Haven, Port Haven Weapon Shop, Somnia (Real World) Weapon Shop, Amor Weapon Shop, Cave North of Amor, Scrimley Weapon Shop, silencing ram (drop), lesser demon (drop), jumping jackal (drop)

BUY	700
SELL	525
COST TO FORGE	-
ATTACK	+21
STYLE	+15



FIRE CLAW

SPECIAL: Use in battle to fire a ball of fire at an enemy.

PARTY MEMBERS WHO CAN EQUIP: Carver, Amos, Slime Recruits

LOCATIONS: Murdaw's Keep, Pillar of Pegasus, jumping jackal (drop), Jamirus (drop)

BUY	-
SELL	4275
COST TO FORGE	-
ATTACK	+53
STYLE	+21



COBRA CLAW

SPECIAL: This claw's toxic talons may leave its target poisoned.

PARTY MEMBERS WHO CAN EQUIP: Ashlynn, Slime Recruits

LOCATIONS: aggrosculpture (drop), merking (drop)

BUY	-
SELL	-
COST TO FORGE	-
ATTACK	+90
STYLE	+29



CHAIN SICKLE

SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Port Haven Weapon Shop, Somnia (Real World) Weapon Shop, Amor Weapon Shop, Gallows Moor, pesky jester (drop), boarker (drop)

BUY	1100
SELL	825
COST TO FORGE	-
ATTACK	+27
STYLE	+13



MORNING STAR

SPECIAL: This deadly device can attack a whole group of enemies at once.

PARTY MEMBERS WHO CAN EQUIP: Ashlynn, Nevan, Lizzie

LOCATIONS: Ghent Weapon Shop, Alltrades Abbey Weapon Shop, Hazy Heights, Arkbolt Weapon Shop, Aridea Weapon Shop, Turnsote Shady Weapon Shop

BUY	3000
SELL	2250
COST TO FORGE	-
ATTACK	+38
STYLE	+14



FLAIL OF DESTRUCTION

SPECIAL: This fearsome flail can be used to attack all enemies at once.

PARTY MEMBERS WHO CAN EQUIP: Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Greedmore Valley casino (300000 Tokens), mechalomaniac (drop)

BUY	-
SELL	-
COST TO FORGE	10000
ATTACK	+125
STYLE	+26+68



STAFF OF GHENT



SPECIAL: Use during battle to heal a party member.

PARTY MEMBERS WHO CAN EQUIP: Nevan, Slime Recruits

LOCATIONS: Nevan, dreadstaff (drop)

BUY	-
SELL	-
COST TO FORGE	-
ATTACK	+15
STYLE	+16



IRON STAFF



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Milly, Nevan

LOCATIONS: Ghent Weapon Shop, blooming sorceror (drop), hermit pixie (drop)

BUY	850
SELL	637
COST TO FORGE	-
ATTACK	+22
STYLE	+8



LIGHTNING STAFF



SPECIAL: Use during battle to send lightning bolts at a group of enemies.

PARTY MEMBERS WHO CAN EQUIP: Nevan

LOCATIONS: Murdaw's Keep (after completion)

BUY	-
SELL	-
COST TO FORGE	-
ATTACK	+29
STYLE	+24



STAFF OF DIVINE WRATH



SPECIAL: Use during battle to cast the Woosh spell on an enemy.

PARTY MEMBERS WHO CAN EQUIP: Milly, Nevan

LOCATIONS: Medford's Manor (15 mini medals)

BUY	-
SELL	-
COST TO FORGE	-
ATTACK	+35
STYLE	+20



STAFF OF ANTIMAGIC



SPECIAL: Use during battle against a group of enemies to spray a mysterious mist that can keep them from casting spells.

PARTY MEMBERS WHO CAN EQUIP: Ashlynn, Nevan, Amos

LOCATIONS: Castle Swanstone Weapon Shop, Sorceria Weapon Shop, battering ram (drop), gryphon (drop)

BUY	6000
SELL	4500
COST TO FORGE	-
ATTACK	+40
STYLE	+1



MAGMA STAFF



SPECIAL: Use during battle to cast a ball of fire at all enemies.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn

LOCATIONS: Shrine near western edge and equator (Ultimate Key), demon overlord (drop)

BUY	-
SELL	7125
COST TO FORGE	-
ATTACK	+63
STYLE	+30



STAFF OF RESURRECTION

SPECIAL: Use during battle to resurrect a fallen ally to half health.

PARTY MEMBERS WHO CAN EQUIP: Hero, Milly, Nevan

LOCATIONS: Reaper's Peak (Item Shop), demon steward (drop)

BUY	45000
SELL	33750
COST TO FORGE	-
ATTACK	+66
STYLE	+38



WATERMAUL WAND

SPECIAL: Use in water battles to send a tidal wave onto enemies.

PARTY MEMBERS WHO CAN EQUIP: Ashlynn, Nevan, Terry

LOCATIONS: Poseidon's Palace, Felonia Weapon Shop, thriller wave (drop), killer wave (drop)

BUY	14000
SELL	10500
COST TO FORGE	-
ATTACK	+74
STYLE	+42



BONE STAKE

SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Ashlynn, Slime Recruits

LOCATIONS: Alltrades Abbey Weapon Shop, Turnscote Shady Weapon Shop, rotten cotton (drop), skullrider (drop), demonrider (drop)

BUY	110
SELL	82
COST TO FORGE	-
ATTACK	+6
STYLE	+3



STONE FANGS

SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Slime Recruits

LOCATIONS: Alltrades Abbey Weapon Shop, Scrimpsley Weapon Shop

BUY	240
SELL	180
COST TO FORGE	-
ATTACK	+12
STYLE	+3



STEEL FANGS

SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Slime Recruits

LOCATIONS: Scrimpsley Weapon Shop, Sorceria Item Shop, Mt. Snowhere Weapon and Armour Shop, Turnscote Shady Weapon Shop, flythan (drop), diethon (drop), drackal (drop), eveel (drop), helldorado (drop)

BUY	2000
SELL	1500
COST TO FORGE	-
ATTACK	+35
STYLE	+8



FEROCIOUS FANGS

SPECIAL: These fangs may paralyze their target from time to time.

PARTY MEMBERS WHO CAN EQUIP: Slime Recruits

LOCATIONS: Greedmore Valley Weapon Shop, dreadful drackal (drop), jackal ripper (drop)

BUY	17000
SELL	12750
COST TO FORGE	-
ATTACK	+73
STYLE	+25



ORICHALCUM FANGS



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Terry, Slime Recruits

LOCATIONS: Aridea (after leaving Reaper's Peak)

BUY	-
SELL	-
COST TO FORGE	-
ATTACK	+135
STYLE	+37



LUNAR FAN



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Milly, Slime Recruits

LOCATIONS: Aridea Weapon Shop, Sorceria Weapon Shop, Turnscote Shady Weapon Shop

BUY	5500
SELL	4125
COST TO FORGE	-
ATTACK	+60
STYLE	+30



GREAT BOW



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Carver, Terry, Goowain

LOCATIONS: Greedmore Valley Weapon Shop

BUY	37000
SELL	27750-31500
COST TO FORGE	20000
ATTACK	+110
STYLE	+25-+65



SOLAR FAN



SPECIAL: This fearsome fan can attack a whole group of enemies at once.

PARTY MEMBERS WHO CAN EQUIP: Milly, Slime Recruits

LOCATIONS: Despairia Weapon Shop

BUY	22000
SELL	16500-19500
COST TO FORGE	16000
ATTACK	+110
STYLE	+49-+67



POISON NEEDLE



SPECIAL: If aimed well, this venomous barb can inflict a critical hit.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Nevan, Terry, Slime Recruits

LOCATIONS: Underwater house south of Howcastle, Arkbolt (Magic Key), Slimopolis (Rank F), devilmoth (drop)

BUY	-
SELL	2175
COST TO FORGE	-
ATTACK	+1
STYLE	+15



FALCON KNIFE EARRINGS



SPECIAL: Equip these extra-expedient earrings to strike twice in a single turn.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Slime Recruits

LOCATIONS: Slimopolis (Rank C), jugular joker (drop), sail serpent (drop)

BUY	-
SELL	8250
COST TO FORGE	-
ATTACK	+35
STYLE	+32

ARMOUR

10



RAGS



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Amos, Slime Recruits

LOCATIONS: Alltrades Abbey Armour Shop, Scrimley, Clearvale (Dream World), Clearvale (Real World), Lotus Lagoon, walking corpse (drop), czargoyne (drop)

BUY	25
SELL	18
COST TO FORGE	-
DEFENCE	+3
STYLE	+0



PLAIN CLOTHES



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry, Amos, Lizzie, Goowain

LOCATIONS: Somnia (Dream World), Ghent, gustodian (drop)

BUY	-
SELL	22
COST TO FORGE	-
DEFENCE	+4
STYLE	+2



WAYFARER'S CLOTHES



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry, Amos, Goowain

LOCATIONS: Weaver's Peak (Dream World) Weapon and Armour Shop, Mountain Pass (Dream World), Haggleton Armour Shop, Aridea, Clearvale (Real World), Weaver's Peak (Real World) Weapon Shop, Felonia, tree feller (drop)

BUY	70
SELL	52
COST TO FORGE	-
DEFENCE	+7
STYLE	+6



SILK TUXEDO



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos

LOCATIONS: Gallows Moor, Port Haven or Turnscote Casino (500 tokens), blackmar (drop)

BUY	-
SELL	2625
COST TO FORGE	-
DEFENCE	+10
STYLE	+40



LEATHER ARMOUR



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Lizzie, Goowain

LOCATIONS: Weaver's Peak (Dream World) Weapon and Armour Shop, Haggleton Armour Shop, Somnia (Dream World) Armour Shop, Port Haven Armour Shop, Weaver's Peak (Real World) Weapon Shop

BUY	180
SELL	135
COST TO FORGE	-
DEFENCE	+11
STYLE	+15



LEATHER KILT



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Carver, Amos, Lizzie

LOCATIONS: Carver, Alltrades Abbey Armour Shop

BUY	220
SELL	165
COST TO FORGE	-
DEFENCE	+12
STYLE	-20



SILK ROBE



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Nevan

LOCATIONS: Milly, Somnia (Real World), Arkbolt, damselfly (drop)

BUY	-
SELL	450
COST TO FORGE	-
DEFENCE	+13
STYLE	+28



BOXER SHORTS



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Amos, Slime Recruits

LOCATIONS: Pescado, Somnia (Ultimate Key), Liddle (drop), scytheborg (drop)

BUY	-
SELL	75
COST TO FORGE	-
DEFENCE	+15
STYLE	-100



SCALE ARMOUR



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Lizzie, Goowain

LOCATIONS: Haggleton Armour Shop, Somnia (Dream World) Armour Shop, Port Haven Armour Shop

BUY	350
SELL	262
COST TO FORGE	-
DEFENCE	+15
STYLE	+9



LEATHER DRESS



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn

LOCATIONS: Ashlynn, Port Haven Armour Shop

BUY	380
SELL	285
COST TO FORGE	-
DEFENCE	+17
STYLE	+15



BUNNY SUIT



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn

LOCATIONS: Turnscote Armour Shop, splutterfly (drop)

BUY	3300
SELL	2475
COST TO FORGE	-
DEFENCE	+17
STYLE	+38



FUR CAPE



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Amos, Lizzie, Slime Recruits

LOCATIONS: Somnia (Real World) Armour Shop, Alltrades Abbey Armour Shop, Scrimley Armour Shop, Howsworth Item Shop, Lucid Grotto, chompoceros (drop), drastic drackal (drop)

BUY	550
SELL	412
COST TO FORGE	-
DEFENCE	+18
STYLE	+18



CHAIN MAIL



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Somnia (Real World) Armour Shop

BUY	500
SELL	375
COST TO FORGE	-
DEFENCE	+19
STYLE	+23



DANCER'S COSTUME



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn

LOCATIONS: Somnia (Real World) Armour Shop, The Underkeep, Arkbolt Armour Shop, Clearvale (Dream World), Felonia Armour Shop, sluggernaut (drop), sluggerlaught (drop)

BUY	1300
SELL	975
COST TO FORGE	-
DEFENCE	+20
STYLE	+25



SLIME GOONIFORM



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Slime Recruits

LOCATIONS: Alltrades Abbey Armour Shop, Arkbolt, Slimopolis

BUY	330
SELL	247
COST TO FORGE	-
DEFENCE	+20
STYLE	+13



BRONZE ARMOUR



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Goowain

LOCATIONS: Somnia (Real World) Armour Shop, Amor Armour Shop

BUY	700
SELL	525
COST TO FORGE	-
DEFENCE	+21
STYLE	+12



NOBLE GARB



SPECIAL: Needed to get in Somnia Castle.

PARTY MEMBERS WHO CAN EQUIP: Hero, Nevan, Terry

LOCATIONS: Somnia (Real World) Armour Shop, Weaver's Peak (Real World)

BUY	800
SELL	600
COST TO FORGE	-
DEFENCE	+23
STYLE	+28



ROBUST LINGERIE



SPECIAL: Black, lacy underwear alluring enough to excite even the saintliest of souls.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn

LOCATIONS: Medford's Manor (100 mini medals)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+23
STYLE	+100



IRON CUIRASS



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Terry, Amos, Lizzie, Goowain, Slime Recruits

LOCATIONS: Amor Armour Shop, Moonmirror Tower, Hallowed Hollow, yawnoceros (drop), noble gasbagon (drop)

BUY	1000
SELL	750
COST TO FORGE	-
DEFENCE	+23
STYLE	+4



IRON ARMOUR

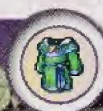


SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Goowain

LOCATIONS: Amor Armour Shop, Ghent Armour Shop, harmour (drop)

BUY	1200
SELL	900
COST TO FORGE	-
DEFENCE	+25
STYLE	+19



CLOAK OF EVASION



SPECIAL: The wearer may at times escape an enemy's attack altogether.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Nevan, Slime Recruits

LOCATIONS: Ghent Armour Shop, Scrimley Armour Shop, Castle Swanstone Armour Shop, cloud surfer (drop), hellstalker (drop)

BUY	3000
SELL	2250
COST TO FORGE	-
DEFENCE	+28
STYLE	+11



FULL PLATE ARMOUR



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Goowain

LOCATIONS: Ghent Armour Shop, Isle of Murdaw, Alltrades Abbey Armour Shop, Scrimley Armour Shop, Arkbolt Armour Shop, Aridea Armour Shop, Clearvale Armour Shop

BUY	2300
SELL	1725~1875
COST TO FORGE	800
DEFENCE	+30
STYLE	+27~+42



TORTOISE SHELL



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Nevan, Amos, Slime Recruits

LOCATIONS: Aridea Armour Shop, Howsworth Item Shop, marrow escapee (drop), armoured wartoise (drop), plated goretoise (drop)

BUY	2500
SELL	1875
COST TO FORGE	-
DEFENCE	+33
STYLE	-15



SILVER CUIRASS



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Terry, Amos, Lizzie, Goowain

LOCATIONS: Arkbolt Armour Shop, Aridea Armour Shop, Clearvale Armour Shop, Castle Swanstone Armour Shop, infernal pane (drop)

BUY	3200
SELL	2400
COST TO FORGE	-
DEFENCE	+36
STYLE	+30



LEGERDEMANTLE



SPECIAL: This garment will help to reduce damage caused by magic.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Nevan

LOCATIONS: Castle Swanstone Armour Shop, Sorceria Armour Shop

BUY	4200
SELL	3150
COST TO FORGE	-
DEFENCE	+37
STYLE	+10



GLOMBOLERO



SPECIAL: This curious garment sometimes absorbs MP from enemy spells.

PARTY MEMBERS WHO CAN EQUIP: Hero, Milly, Ashlynn, Nevan, Slime Recruits

LOCATIONS: Medford's Manor (80 mini medals), high djinks (drop)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+40
STYLE	-50



SILVER MAIL



SPECIAL: This armour will help to reduce damage caused by magic.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Goowain

LOCATIONS: Clearvale Armour Shop, Castle Swanstone Armour Shop, Turnscote Armour Shop, Felonia Armour Shop, berzorker (drop)

BUY	6300
SELL	4725-5475
COST TO FORGE	4000
DEFENCE	+43
STYLE	+40-+70



MAGICAL SKIRT



SPECIAL: This spellbound skirt will help to reduce damage caused by magic.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Slime Recruits

LOCATIONS: Sorceria Armour Shop, Seabed Shrine, wraithwand (drop)

BUY	6700
SELL	5025
COST TO FORGE	-
DEFENCE	+45
STYLE	+35



HEAVY ARMOUR



SPECIAL: Reduces damage from fire- and ice-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Castle Swanstone Armour Shop, Sunken Ship, Mt. Snowhere Weapon and Armour Shop

BUY	5000
SELL	3750-3975
COST TO FORGE	1299
DEFENCE	+50
STYLE	-30-+43



MAGIC ARMOUR



SPECIAL: This armour will help to reduce damage caused by magic.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Goowain, Slime Recruits

LOCATIONS: Sorceria Armour Shop

BUY	7500
SELL	5625~6000
COST TO FORGE	2000
DEFENCE	+50
STYLE	+38~+61



SHIMMERING DRESS

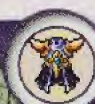


SPECIAL: This diaphanous dress may reflect magic back at the caster.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn

LOCATIONS: Best dressed contest (Level 6)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+55
STYLE	+61



ENCHANTED ARMOUR

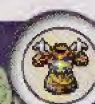


SPECIAL: This armour will help to reduce damage caused by magic.

PARTY MEMBERS WHO CAN EQUIP: Hero, Milly, Ashlynn, Nevan, Terry, Amos

LOCATIONS: Weaver's Peak (Dream World) Weapon Shop (on display)

BUY	7000
SELL	-
COST TO FORGE	-
DEFENCE	+55
STYLE	+35



SPIKED ARMOUR



SPECIAL: This armour may hold a spiky surprise for the unwary attacker.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Cryptic Catacombs

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+55
STYLE	+15



DRAGON MAIL



SPECIAL: This armour will reduce damage from fire-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Well Armour Shop East of Port Haven, Turnscote Armour Shop, Weaver's Peak (Real World) Village Shop, Felonia Armour Shop, zombie gladiator (drop)

BUY	12000
SELL	9000~9375
COST TO FORGE	2000
DEFENCE	+60
STYLE	+37~+72



FLOWING DRESS



SPECIAL: A graceful garment that reduces damage from magic and fire-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Nevan, Slime Recruits

LOCATIONS: Well Armour Shop East of Port Haven, Turnscote Armour Shop, Weaver's Peak (Real World) Village Shop, Despairia Armour Shop, silhouette (drop)

BUY	14800
SELL	11100
COST TO FORGE	-
DEFENCE	+65
STYLE	+42



PLATINUM MAIL



SPECIAL: This armour will help to reduce damage caused by magic.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Port Haven or Turnscote Casino (3500 tokens), Howcastle (Ultimate Key)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+66
STYLE	+51



FLAME ARMOUR



SPECIAL: Reduces damage from magic- and ice-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Well Armour Shop East of Port Haven, hopping hellfire (drop)

BUY	15000
SELL	11250~14250
COST TO FORGE	16000
DEFENCE	+70
STYLE	+33~+55



SLIME ARMOUR



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Nevan, Slime Recruits

LOCATIONS: Slimopolis, Slimopolis (Rank E), slime (drop-later, stronger slime), mottle mendslime (drop)

BUY	-
SELL	6000
COST TO FORGE	-
DEFENCE	+70
STYLE	+30



SACRED ARMOUR



SPECIAL: Blessed is he who wears this armour, for he shall regain health as he does battle!

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry, Amos

LOCATIONS: Medford's Manor (60 mini medals), Fungeon

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+75
STYLE	+55



PRINCESS'S ROBE



SPECIAL: This garment will help to reduce damage caused by magic.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn

LOCATIONS: Mortamor's Dreadlair

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+85
STYLE	+72



HELA'S ARMOUR



SPECIAL: This armour is cursed and will curse the character that equips it and reduce his/her agility to zero. Equip another piece of armour to get rid of the curse. Offers some protection against magic- and fire-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Mobile Island (Ultimate Key), stone guardian (drop)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+85
STYLE	+12



ARMOUR OF MAX WYNNE



SPECIAL: Reduces damage from magic- and ice-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Goowain, Slime Recruits

LOCATIONS: Despairia (from Max Wynne)

BUY	-
SELL	-
COST TO FORGE	10000
DEFENCE	+90
STYLE	+17~+66



GIGANT ARMOUR



SPECIAL: Reduces damage from fire- and ice-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Despairia Armour Shop, Greedmore Valley Armour Shop

BUY	23000
SELL	17250~21000
COST TO FORGE	20000
DEFENCE	+92
STYLE	+15~+77



ANGEL LEOTARD



SPECIAL: Ethereal attire that increases resistance to sudden-death spells and abilities.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Slime Recruits

LOCATIONS: Fungeon part 2

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+95
STYLE	+88



DRAGON ROBE



SPECIAL: Reduces damage from magic-, fire-, and ice-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Hero, Milly, Ashlynn, Nevan, Lizzie

LOCATIONS: Greedmore Valley

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+95
STYLE	+60



MIRROR ARMOUR



SPECIAL: This scintillating suit may reflect magic back at the caster.

PARTY MEMBERS WHO CAN EQUIP: Hero, Terry, Amos, Goowain

LOCATIONS: Greedmore Valley Armour Shop

BUY	30000
SELL	22500
COST TO FORGE	-
DEFENCE	+95
STYLE	+50



METAL KING ARMOUR



SPECIAL: Reduces damage from fire- and ice-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Lizzie, Goowain, Slime Recruits

LOCATIONS: Greedmore Valley Casino (150000 Tokens)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+115
STYLE	+45



ARMOUR OF ORGO



SPECIAL: Restores some of the wearer's HP with each and every step. One of the four pieces of legendary equipment. Offers some protection against magic- and fire-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Hero

LOCATIONS: Castle Graceskull

BUY	-
SELL	-
COST TO FORGE	20000
DEFENCE	+80~+100
STYLE	+32~+80

SHIELDS



POT LID



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Slime Recruits

LOCATIONS: Weaver's Peak (Real World), yabby (drop)

BUY	100
SELL	30
COST TO FORGE	-
DEFENCE	+2
STYLE	-20



LEATHER SHIELD



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Goowain

LOCATIONS: Weaver's Peak (Dream World) Weapon and Armour Shop, Haggleton Armour Shop, Somnia (Dream World) Armour Shop, Weaver's Peak (Real World) Weapon Shop, leery lout (drop)

BUY	70
SELL	52
COST TO FORGE	-
DEFENCE	+4
STYLE	+2



SCALE SHIELD



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Goowain

LOCATIONS: Haggleton Armour Shop, Somnia (Dream World) Armour Shop, Port Haven Armour Shop, Scrimley, gum shield (drop), wayward armour (drop)

BUY	180
SELL	135
COST TO FORGE	-
DEFENCE	+7
STYLE	+4



BRONZE SHIELD



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Goowain

LOCATIONS: Secret Passage, Somnia (Real World) Armour Shop

BUY	370
SELL	277
COST TO FORGE	-
DEFENCE	+11
STYLE	+7



IRON SHIELD

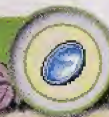


SPECIAL: Reduces damage from fire- and ice-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Goowain

LOCATIONS: Amor Armour Shop, Ghent Armour Shop, Scrimley Armour Shop, Arkbolt Armour Shop

BUY	720
SELL	540
COST TO FORGE	-
DEFENCE	+16
STYLE	+12



SILVER PLATTER



SPECIAL: —

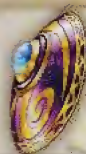
PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Slime Recruits

LOCATIONS: Poseidon's Palace, Best dressed contest (Level 1)

BUY	-
SELL	150
COST TO FORGE	-
DEFENCE	+18
STYLE	+23



MAGIC SHIELD



SPECIAL: A shamanic shield that reduces damage from magic-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Ashlynn, Nevan, Terry, Amos

LOCATIONS: Arkbolt Armour Shop, Aridea Armour Shop, Clearvale Armour Shop, Castle Swanstone Armour Shop, Sorceria Armour Shop, Turnscote Armour Shop, bad karmour (drop)

BUY	5000
SELL	3750~3937
COST TO FORGE	1000
DEFENCE	+20
STYLE	+21~+38



PLATINUM SHIELD



SPECIAL: Reduces damage from magic- and fire-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Goowain

LOCATIONS: Somnia (Ultimate Key), annihilantern (drop), octaviann sentry (drop)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+25
STYLE	+40



DRAGON SHIELD



SPECIAL: Reduces damage from fire- and ice-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Port Haven or Turnscote Casino (2000 tokens)

BUY	-
SELL	5325~5700
COST TO FORGE	2000
DEFENCE	+30
STYLE	+25~+47



TEMPEST SHIELD



SPECIAL: Use during battle to send a savage storm sweeping down on all enemies. This storm has the ability to sweep enemies away from the fight.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry

LOCATIONS: Castle Graceskull, Undersea Treasure Chamber, war gryphon (drop)

BUY	-
SELL	8250~9000
COST TO FORGE	4000
DEFENCE	+35
STYLE	+18~+44



FLAME SHIELD



SPECIAL: Reduces damage from magic- and ice-based attacks.

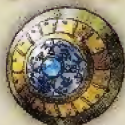
PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie

LOCATIONS: Felonia Armour Shop

BUY	17000
SELL	12750~13875
COST TO FORGE	6000
DEFENCE	+40
STYLE	+22~+45



POWER SHIELD



SPECIAL: Use during battle to heal the user.

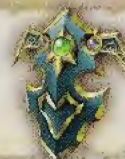
PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Slime Recruits

LOCATIONS: The Underwater Tunnel, Fungeon part 2

BUY	-
SELL	18750
COST TO FORGE	-
DEFENCE	+45
STYLE	+33



OGRE SHIELD



SPECIAL: Reduces damage from fire- and ice-based attacks.

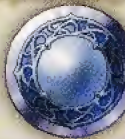
PARTY MEMBERS WHO CAN EQUIP: Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Despairia Armour Shop

BUY	20000
SELL	15000~18000
COST TO FORGE	16000
DEFENCE	+48~+65
STYLE	-10~+50



SILVER SHIELD



SPECIAL: Reduces damage from magic- and fire-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Terry, Slime Recruits

LOCATIONS: Greedmore Valley Armour Shop, Greedmore Mine

BUY	33000
SELL	24750
COST TO FORGE	-
DEFENCE	+55
STYLE	+38



SHIELD OF MAX WYNNE



SPECIAL: Reduces damage from magic- and fire-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Lizzie, Goowain

LOCATIONS: Despairia (from Max Wynne)

BUY	-
SELL	-
COST TO FORGE	10000
DEFENCE	+60
STYLE	+8~+42



RUINOUS SHIELD



SPECIAL: This shield is cursed and will curse the character that equips it. Simply equip another shield to get rid of curse.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Greedmore Valley Armour Shop, Gallows Moor, disgusting (drop), sintaur (drop)

BUY	5300
SELL	3975
COST TO FORGE	-
DEFENCE	+62
STYLE	+5



METAL KING SHIELD



SPECIAL: Reduces damage from magic-, fire-, and ice-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Nevan, Terry, Amos, Goowain, Slime Recruits

LOCATIONS: Slimopolis (Rank B)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+70
STYLE	+40



SHIELD OF VALORA



SPECIAL: One of the four pieces of legendary equipment. Use during battle to put a shield in front of the user. This shield will deflect one spell before going away. Some protection against magic- and ice-based attacks.

PARTY MEMBERS WHO CAN EQUIP: Hero

LOCATIONS: Cryptic Catacombs

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+65
STYLE	+35

HELMETS



LEATHER HAT



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry, Amos, Lizzie

LOCATIONS: Weaver's Peak (Dream World), Weaver's Peak (Dream World) Item Shop, Haggleton Armour Shop, Somnia (Dream World) Armour Shop, Port Haven Armour Shop, barksman (drop)

BUY	65
SELL	48
COST TO FORGE	-
DEFENCE	+2
STYLE	+2



POINTY HAT



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Nevan, Slime Recruits

LOCATIONS: Ghent, Alltrades Abbey Armour Shop, loathsome leek (drop)

BUY	70
SELL	52
COST TO FORGE	-
DEFENCE	+3
STYLE	-2



HARDWOOD HEADWEAR



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Lizzie

LOCATIONS: Weaver's Peak (Dream World) Item Shop, Somnia (Dream World) Armour Shop, Port Haven Armour Shop, sniping bardsman (drop)

BUY	120
SELL	90
COST TO FORGE	-
DEFENCE	+6
STYLE	-15



SHELLMET



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Nevan, Amos, Lizzie, Slime Recruits

LOCATIONS: Scrimpsley Armour Shop, Aridea Armour Shop, Pescado Item Shop, seaslime (drop)

BUY	250
SELL	187
COST TO FORGE	-
DEFENCE	+7
STYLE	+3



HAIRBAND



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn

LOCATIONS: Ashlynn, Clearvale (Real World) Item Shop, Château de Sass

BUY	150
SELL	112
COST TO FORGE	-
DEFENCE	+7
STYLE	+10



FUR HOOD



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Lizzie

LOCATIONS: Port Haven, Madame Luca's, Amor Armour Shop, Howsworth Item Shop, Mt. Showhere, feralbeast (drop)

BUY	400
SELL	300
COST TO FORGE	-
DEFENCE	+11
STYLE	+13



SILVER TIARA



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn

LOCATIONS: Ghent Armour Shop, Aridea Armour Shop, Clearvale (Real World) Item Shop

BUY	450
SELL	337
COST TO FORGE	-
DEFENCE	+14
STYLE	+25



IRON HELMET



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Amor Armour Shop, The Underkeep, Ghent Armour Shop, Scrimpsley Armour Shop, Clearvale Armour Shop, cauldron (drop), pot shot (drop)

BUY	1100
SELL	825~900
COST TO FORGE	400
DEFENCE	+16
STYLE	+15~+2



BUNNY EARS



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Lizzie, Slime Recruits

LOCATIONS: Amor (Real World), Weaver's Peak (Real World) Village Shop, ne'er-do-well (drop)

BUY	750
SELL	562
COST TO FORGE	-
DEFENCE	+20
STYLE	+15



DUPLIC HAT



SPECIAL: This unparalleled apparel duplicates the effects of spells cast in battle.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Nevan, Slime Recruits

LOCATIONS: pudgedevil (drop), metal king slime (drop)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+25
STYLE	+2



IRON MASK



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain, Slime Recruits

LOCATIONS: Murdaw's Keep, Arkbolt Armour Shop, Clearvale Armour Shop, Castle Swanstone Armour Shop, Well Armour Shop East of Port Haven, Sorceria Item Shop, Turnscote Armour Shop, octavian pirate (drop)

BUY	3500
SELL	2625~2850
COST TO FORGE	1200
DEFENCE	+25
STYLE	-10~+35



HERMES' HAT



SPECIAL: A hardy hat that can fly like the wind if thrown in the air. Use it to instantly return to various previously-visited locations.

PARTY MEMBERS WHO CAN EQUIP: Hero, Milly, Ashlynn, Nevan, Slime Recruits

LOCATIONS: Slimopolis (Rank H), gustbluster (drop)

BUY	-
SELL	3750
COST TO FORGE	-
DEFENCE	+28
STYLE	+8



HAPPY HAT



SPECIAL: Recovers some of the wearer's MP with each and every step.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Nevan, Slime Recruits

LOCATIONS: Best dressed contest (Level 8), liquid metal slime (drop)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+35
STYLE	-17



PLATINUM HEADGEAR



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Terry, Best dressed contest (Level 5)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+38
STYLE	+42



SLIME HELMET



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Nevan, Slime Recruits

LOCATIONS: Well Armour Shop East of Port Haven, king cureslime (drop)

BUY	2000
SELL	1500
COST TO FORGE	-
DEFENCE	+40
STYLE	+12



THINKING CAP



SPECIAL: Pop this puppy on to add 15 to the party member's wisdom.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Lizzie, Goowain

LOCATIONS: Well Armour Shop East of Port Haven, Despairia Armour Shop

BUY	13000
SELL	9750
COST TO FORGE	-
DEFENCE	+40
STYLE	+21



GOLDEN TIARA



SPECIAL: Increases resistance to sudden-death spells and abilities, among others.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn

LOCATIONS: Mortamor's Dreadlair

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+45
STYLE	+50



GREAT HELM



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain

LOCATIONS: Greedmore Valley Armour Shop

BUY	25000
SELL	18750~22500
COST TO FORGE	20000
DEFENCE	+50
STYLE	+30~+47



HELMET OF MAX WYNNE



SPECIAL: —

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Lizzie, Goowain

LOCATIONS: Despairia (from Max Wynne)

BUY	-
SELL	-
COST TO FORGE	10000
DEFENCE	+55
STYLE	+15~+40



METAL KING HELM



SPECIAL: Increases resistance to sudden-death spells and abilities, among others.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Terry, Amos, Lizzie, Goowain, Slime Recruits

LOCATIONS: Medford's Manor (70 mini medals), loss leader (drop)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+70
STYLE	+38



HELM OF SEBATH



SPECIAL: One of the four pieces of legendary equipment. Increases resistance to sudden-death spells and abilities, among others.

PARTY MEMBERS WHO CAN EQUIP: Hero

LOCATIONS: Somnia (from King)

BUY	-
SELL	-
COST TO FORGE	16000
DEFENCE	+45~+50
STYLE	+24~+45

ACCESSORIES



ANTIQUE RING



SPECIAL: A gaudy, attention-grabbing ring with a glittering glass globe on top.

PARTY MEMBERS WHO CAN EQUIP: Hero, Milly, Ashlynn, Terry

LOCATIONS: Somnia (defeat Grim Grinner in well)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+2
STYLE	-20



GOLD RING



SPECIAL: The brilliant band boosts defence when worn.

PARTY MEMBERS WHO CAN EQUIP: Hero, Milly, Ashlynn, Terry, Lizzie, Goowain, Slime Recruits

LOCATIONS: Gardsbane Tower, Southern house north of Wayfarer's Pass, goodybag (drop)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+5
STYLE	+5



AGILITY RING



SPECIAL: A magical accoutrement that accentuates agility.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry

LOCATIONS: Northern Cave

BUY	-
SELL	-
COST TO FORGE	-
AGILITY	+30
STYLE	+18



PRAYER RING



SPECIAL: This religious ring recovers 20-30 MP whenever it's used. Using it might cause it to disintegrate.

PARTY MEMBERS WHO CAN EQUIP: Hero, Milly, Ashlynn, Terry, Slime Recruits

LOCATIONS: Sorceria, Turnscote or Greedmore Valley Casino (5000 Tokens), Felonia, healslime (drop), hirsute hexer (drop)

BUY	-
SELL	2250
COST TO FORGE	-
DEFENCE	+5
STYLE	+22



GOSPEL RING



SPECIAL: Wards off all wandering monsters when worn.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry, Amos, Lizzie, Goowain, Slime Recruits

LOCATIONS: Alltrades Abbey (get all vocations to 5 stars)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+15
STYLE	+30



GOLD BRACER



SPECIAL: The brilliant band boosts defence when worn.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry, Lizzie, Goowain

LOCATIONS: Arkbolt Item Shop, Felonia

BUY	350
SELL	262
COST TO FORGE	-
DEFENCE	+15
STYLE	+20



KERPLUNK BRACER



SPECIAL: Rousing wristwear that may just save the day in times of need! If the wearer dies the bracer explodes healing the rest of the party and destroying the bracer

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry, Amos, Lizzie, Goowain, Slime Recruits

LOCATIONS: Poseidon's Palace (Ultimate Key), Turnscote or Greedmore Valley Casino (20000 Tokens), bomboulder (drop)

BUY	-
SELL	3750
COST TO FORGE	-
DEFENCE	+10
STYLE	+25



KAMIKAZEE BRACER



SPECIAL: Rousing wristwear that may just save the day in times of need! If the wearer dies the bracer explodes injuring the enemy and destroying the bracer

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry, Amos, Lizzie, Goowain, Slime Recruits

LOCATIONS: Port Haven Casino (5000 Tokens), Greedmore Valley, rockbomb (drop)

BUY	-
SELL	7500
COST TO FORGE	-
STYLE	+10



METEORITE BRACER



SPECIAL: This breathtaking bracer increases the wearer's agility twofold! Great for getting who you want to go first in battle.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry, Amos, Lizzie, Goowain, Slime Recruits

LOCATIONS: Amor (Real World)

BUY	-
SELL	-
COST TO FORGE	-
AGILITY	X2
STYLE	+15



RESTLESS HEART



SPECIAL: A symbol of courage in times of hardship.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry

LOCATIONS: Gardsbane Tower, King slime (drop)

BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+15
STYLE	+9



LUCIDA SHARD



SPECIAL: Use during battle to attempt to confuse the enemy.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn

LOCATIONS: Madame Luca's, fuddleguana (drop)

BUY	-
SELL	-
COST TO FORGE	-
STYLE	+10



ORB OF TRUTH

SPECIAL: An orb that exposes the Archfiend's deceptions

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry

LOCATIONS: Gallows Moor



BUY	-
SELL	-
COST TO FORGE	-
DEFENCE	+10
STYLE	+30



TURNSCOTE PENDANT

SPECIAL: A pendant that allows entry into the city of rogues.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry

LOCATIONS: Mt. Snowhere



BUY	-
SELL	-
COST TO FORGE	-
STYLE	+45



OLD PIPE

SPECIAL: This wooden smoking pipe is a beloved keepsake of old Max Wynne.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry

LOCATIONS: Desparia



BUY	-
SELL	-
COST TO FORGE	-
STYLE	+15



FISHNET STOCKINGS

SPECIAL: The ultimate in sexy legwear, woven from black silk fibres.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn

LOCATIONS: Well Item Shop East of Port Haven, Turnscote, Greedmore Valley Item Shop



BUY	3200
SELL	2400
COST TO FORGE	-
DEFENCE	+5
STYLE	+40



TRAILBLAZING BANDANA

SPECIAL: An understated skull wrap for fervent fans of fashion.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Terry, Lizzie, Goowain, Slime Recruits

LOCATIONS: Turnscote Item Shop, Weaver's Peak (Real World), Greedmore Valley Item Shop, Best dressed contest (Level 2), well wisher (drop), scarewell (drop)



BUY	500
SELL	375
COST TO FORGE	-
DEFENCE	+5
STYLE	+28



GLASS SLIPPERS

SPECIAL: This fabulous footwear eschews flexibility for fashion.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Slime Recruits

LOCATIONS: Sunken Ship, Best dressed contest (Level 4)



BUY	-
SELL	600
COST TO FORGE	-
AGILITY -20	
STYLE	+45



BOW TIE



SPECIAL: Match this with a snappy suit to leave an inspired impression.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Nevan, Terry, Amos, Lizzie, Goowain, Slime Recruits

LOCATIONS: Turnscote Item Shop, thaumatobat (drop), wet kisser (drop)

BUY	2400
SELL	1800
COST TO FORGE	-
DEFENCE	+2
STYLE	+3



SLIME EARRINGS



SPECIAL: This jaunty jewellery boosts attack when worn.

PARTY MEMBERS WHO CAN EQUIP: Hero, Milly, Ashlynn, Terry, Slime Recruits

LOCATIONS: Well Item Shop East of Port Haven, Château de Sass

BUY	650
SELL	487
COST TO FORGE	-
ATTACK	+5
STYLE	+35



RAGING RUBY



SPECIAL: This glittering gemstone boosts attack when worn.

PARTY MEMBERS WHO CAN EQUIP: Hero, Carver, Milly, Ashlynn, Nevan, Terry, Slime Recruits

LOCATIONS: Medford's Manor (25 mini medals), Fungeon part 2

BUY	-
SELL	2250
COST TO FORGE	-
ATTACK	+20
STYLE	+18



PINK PEARL



SPECIAL: A positively pink pearl that exudes panache.

PARTY MEMBERS WHO CAN EQUIP: Milly, Ashlynn, Slime Recruits

LOCATIONS: Pescado Item Shop, Seabed Shrine, prickly prankster (drop), crayzee (drop)

BUY	1500
SELL	1125
COST TO FORGE	-
STYLE	+40



DRAGON QUEST[®]

VI

Realms of Revelation

OFFICIAL STRATEGY GUIDE

By Michael Lummis and Michael Owen

Item Illustrations by ArtePiazza Co., Ltd.

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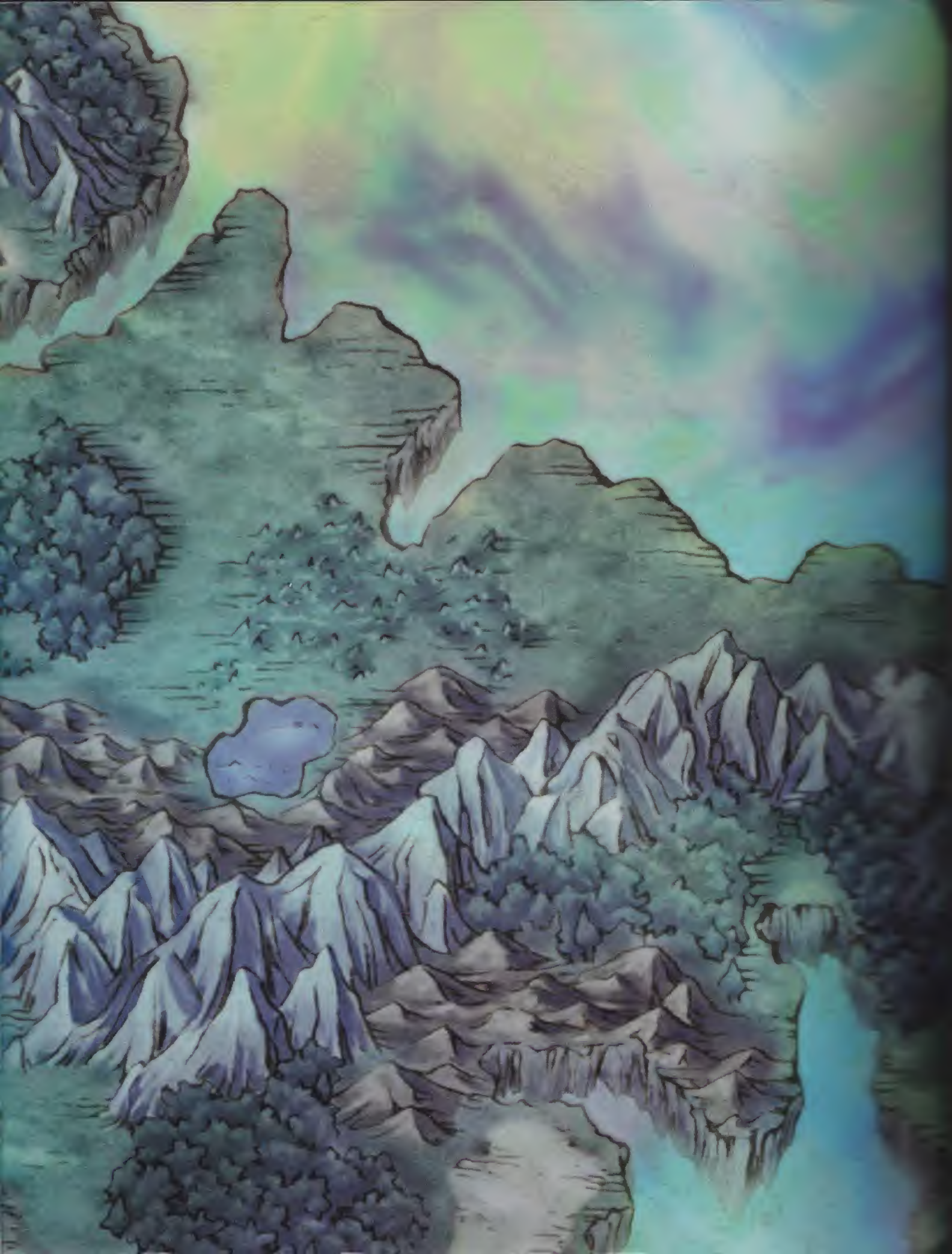
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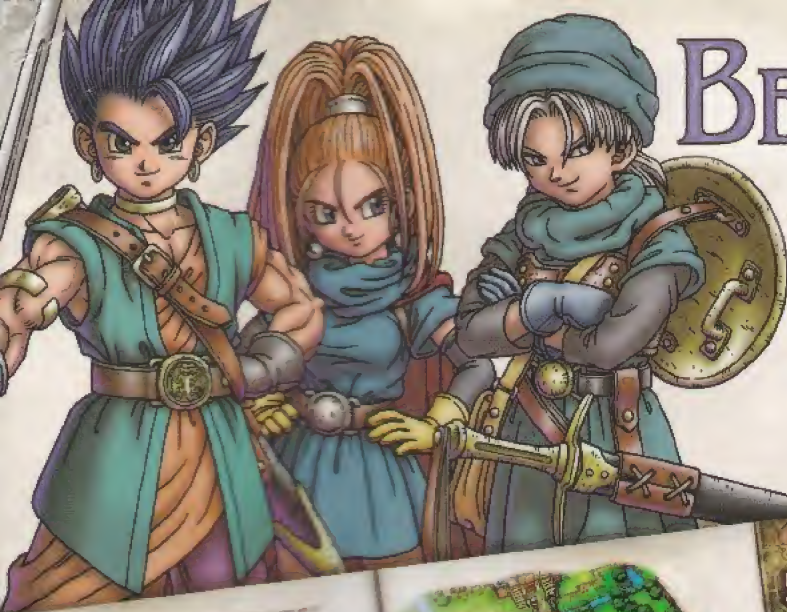
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